Tourweaver 6.50 User Manual

Introduction 4
Copyright Announcement 4
What's New in Tourweaver 6.50 4
Feedback 5
Quick Start 6
System Requirements 6
Install/Uninstall, Activate/Transfer and Purchase 7
Build Your First Virtual Tour 10
Using Tourweaver 6.50 15
Tourweaver Project File 15
Learn Tourweaver Workspace 16
Toolbar 16
Toolbox 17
Building TW Project 28
Make Virtual Tour Skin 29
Create New Skin and Add Components to Skin 30
Import Skin from Skin List into Current Project 31
Edit Components on Skin 31
Set Skin Properties 35
Add Skin to Skin List from Current Project or Local 35
Using Stage 36
Add Scene Viewer 39
Change the Size and Appearance of Scene Viewer 39
Add/Delete, Replace and Change the Sequence of Scenes 40
Set Scene Properties 41
Add Map Viewer 44
How to Change Size and Appearance of Map Viewer 45
Add, Delete or Replace Map 50

Set Map Properties 51
Add Google Maps 51
Add Actions to Components 52
Action for Scene & Movie, Sound, Misc, Window and Map 52
How to Add Actions to Components 57
Add Hotspot/Radar 60
Add Hotspot on Scene 61
Add Hotspot/Radar on Map 66
Add Button 71
Add Speed Controller 74
Add Text and TextArea 74
Add Image 80
Add Thumbnail 80
Add Flash Thumbnail 84
Add Combobox 84
Add Listbox 86
Add Popup Window (Pro only) 87
Set Properties for Popup Window (Pro only) 89
Add Components on Popup Window (Pro only) 89
How to Apply Popup Window (Pro only) 92
Add Sound 93
How to Edit Movie 95
Slideshow 95
Create a New Movie 95
Record a Movie 96
Preview Movie 98
Copy and Paste Movie 98
Delete Movie 98
Set Movie to Default 98
Play/Pause Movie 99

Movie Controller 99
Export Movie as a Video (Pro Only) 99
How to Set Transition Effect 100
Add Flash 102
Add Video 103
Add Cool Effects 105
Preview 106
Publishing Settings 107
Format Page 108
General Page 112
Flash VR Page 117
Library 119
Image Library 119
Sound Library 121
Component Library 121
Run Virtual Tour 123
Advanced Settings 123
Common Page 124
Component Page 124
Scene Page 126
FAQ 127
General Concerns 127
Downloading and Purchasing 128
Using Tourweaver 6.50 128
Technical Support 131

Introduction

As the industry-leading virtual tour presentation software, Tourweaver is professional and outstanding. You may create a wonderful virtual tour with multiple spherical, cylindrical and still images. What's more, with the features of map, hotspots, sound, flash, video and Google map, you will have an immersive experience as if you're in the scene. Virtual tours from Tourweaver can be widely used in many areas like real estate business, webpage designing, multimedia designing, advertisement designing and panoramic photography. With a friendly interface, it's very easy to learn and to use. Either novices or professionals can build a charming virtual tour with Tourweaver.

This document explains the installation and operation of Easypano Tourweaver 6.50. Readers of this document should:

- Have prior knowledge of panorama photography
- Know something about setting parameters
- A basic knowledge of HTML would be better

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What's New in Tourweaver 6.50

Compared to the former versions, Tourweaver 6.50 is more powerful, supporting adding Google map, perspective correction of video and more splendid effects and 3d sound effect, making the virtual tour more immersive.

Added features in 6.0 0 version

- Support Google maps
- Support publishing standalone swf format
- Support flash thumbnail
- Support lens flare, weather effects like snow, rain.
- Support perspective transform of video.
- Support customization of right-click menu of player.
- Support adjusting rotation speed of scenes
- Support 3D sound effect

Added features in 6.50 version

- Support polygonal hotspot
- Support adding up to three links in right click menu
- Publish tours to FTP server directly
- Support compass component
- Support FLV and SWF as TextArea content
- Support day to night switch between scenes taken in the same location
- Support Pause/play and Close videos in scene
- Support video loop
- Support adding sceneviewer to popup window
- Show/hide hotspot and radar on Google Map
- Mouse cursor shape can be customized
- Support sound controller
- Publish tours as HTML5 format

Improved features

- Accelerate download speeds
- Improve tour quality

Fixed Bugs

- Transparency problem of customized Thumbnail with images in .png format
- Sound problem when flv file in popup window auto plays.
- When switching a scene through hotspot, the scene won't rotate automatically.
- The automatic hotspot size change problem.

Feedback

We welcome your comments and feedback on this manual. Please send your comments to us by the following email:
Email: support@easypano.com

Quick Start

System Requirements

To use Tourweaver 6.50, you need:

Minimized requirements for hardware

- Processor: PIII 800 or higher
- RAM: 512MB or higher, 1G recommended
- Display resolution of 800*600 or higher, 1024*768 recommended; 256 color or higher supported
- Network card needed

Operation System

- Windows 2000/XP/Vista supported

Browser

- Microsoft IE 5.0 or later version supported
- Netscape Navigator 4.5 or later version supported
- Firefox 1.0 or later supported
- Adobe Flash Player 9.0.28 or higher supported

To view virtual tour in Flash viewer, you need:

Minimized requirements for hardware

- Processor: PII 800 or higher; Mac OSX: G3-400MHz or higher
- RAM: 512MB
- Display resolution of 800*600 or higher; 256 color or higher supported

Operation System

- Windows98 supported
- Windows Me supported
- Windows 2000 supported
- Windows XP supported

- Windows 2003 supported
- Windows Vista supported
- Mac OSX

Browser

- Microsoft IE 5.0 or later version supported
- Netscape Navigator 4.5 or later version supported
- Firefox 1.0 or later supported

Note: To run virtual tour in Flash viewer, Adobe Flash Player 9.0.28 or later version is needed. It should be noticed that the flash player installation package for Windows and Mac OSX are different.

Install / Uninstall, Activate / Transfer and Purchase

Install Tourweaver 6.50

- Download free trial version of Tourweaver 6.50 from Easypano website
- Run Setup.exe to install Tourweaver 6.50
- Click Next in the Setup Welcome page
- Select I accept the agreement and click Next
- Select the directory for the installation and click Next
- Select the start menu folder to place the program shortcuts, and click Next
- Click Install
- Click Finish to complete the setup
- Start the program

Uninstall Tourweaver 6.50

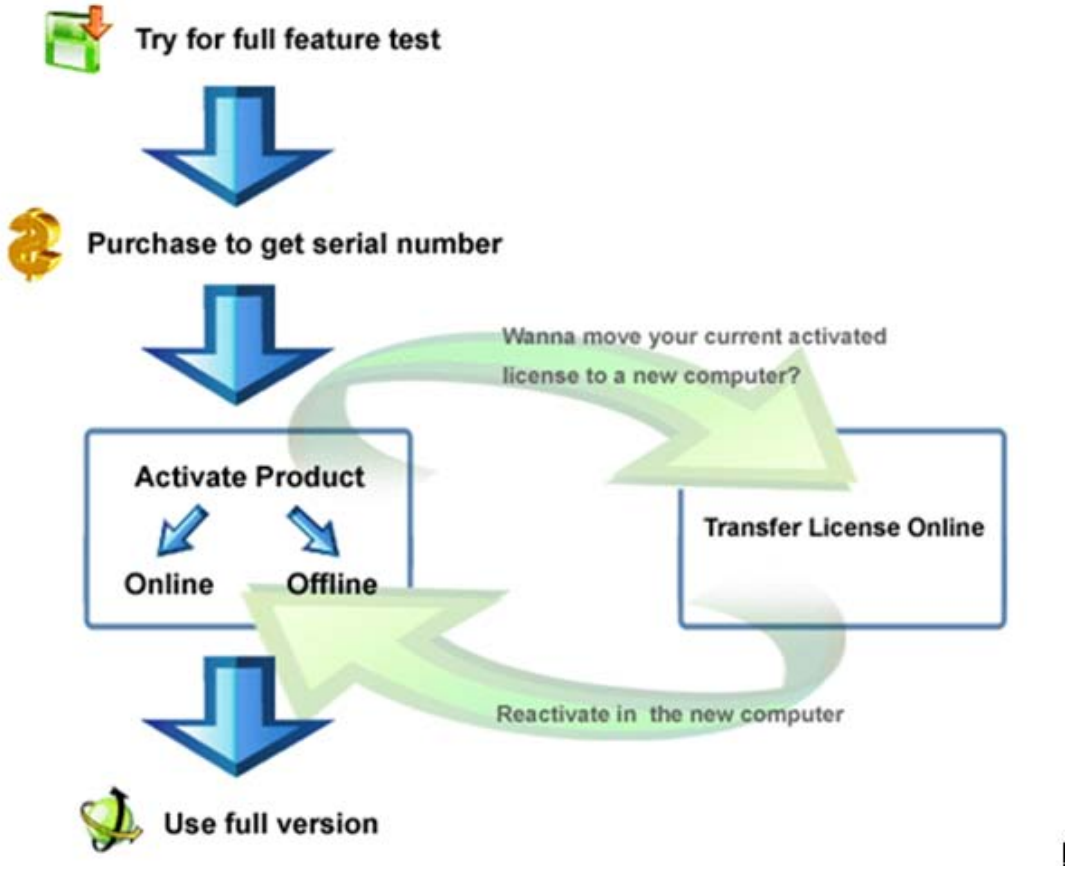
- Select Start>Programs>Easypano>Tourweaver 6.50>Uninstall Tourweaver 6.50
- Delete the program via Add/Remove programs under Control Panel

Tourweaver Activation

To fight against piracy and better protect Easypano copyright as well as user's interests, we adopt a stricter license policy. Easypano customers have to activate the product to make it fully functional. The Easypano Product Activation System does not collect or utilize personal information, such as your name and contact information. Product Activation is completely secure and anonymous. No personal

information is ever collected or requested. During activation, the product does not scan your hard drives or collect any data other than the minimum information required to verify your license. Please see our Privacy Policy.

Note: In version 6.50, one license can be activated on both desktop and laptop.



Online Activation

If the computer you are running Easypano software is connected with Internet, please proceed with the online activation. Activation over the Internet is a one-time operation. Simply enter your product serial number and activate for full use in seconds, secure and anonymous.

Note: Online Activation requires network card and Internet connection.

- Start Tourweaver
- Choose online activation in the popup window and then click Continue
- Input the license key which you've purchased and click Continue
- The online activation is accomplished.

Offline Activation

In case you need to run Easypano products in a computer with no Internet connection, you can find some other computer with Internet available to activate the product via Email or Easypano website submission. Since Internet is quite pervasive nowadays, we assume all the customers can access the Internet by certain means, either in a net cafe, or another computer.

Basically offline activation still requires internet connectivity, however not necessarily in the computer running the software.

A general procedure for offline activation:

- Start Tourweaver
- Choose offline activation in the popup window and then click Continue
- Choose step 1 to create an ARF file and click Continue
- Input the license key you've purchased and select the right directory to save this
- ARF; and click Continue
- An ARF file is created and saved in the relative path
- Click the link http://www.easypano.com/activation.html to open the registration html page. Fill out one or two available Email and upload this ARF
- An ALF file is created and sent to the relevant Email
- Login your email-box and save this ALF to your local
- Restart the activation procedure from Help menu.
- Choose offline activation; and click Continue
- Choose step 3 and click Continue
- Import ALF to activate the software and click Continue
- Offline activation is accomplished

Note: Offline Activation requires network interface card installed.

Please make sure the computer in which you install Tourweaver and create Activate

Request File, meet the following requirements.

1. Network card is installed.
2. TCP/IP protocol is installed.
3. Network card is not disabled.

Transfer License

If you want to move your software from current computer to a new one or plan to upgrade your hardware, transferring license should be done in advance. This feature deactivates the product on your current machine so it can be reactivated on the new or upgraded computer.

Transfer License Mechanism:

1. Run Transfer License
2. Activation ID and Serial Number are uploaded to Easypano Activation Server
3. Activation Server checks the Activation ID
4. Activation Server deactivates the current product and gives feedback to you.

Please click *Help>Transfer License*, it can be finished in a moment.

Note: Internet connection is required to transfer license. In case you need transfer license offline, say the original computer cannot be accessed or crashed, please directly contact support@easypano.com. An inclusion of your serial number in the email will be more helpful. Easypano support will transfer your license in original computer so that you can reactivate in another one.

Only when the product was activated, can user proceed to transfer license.

Purchase Tourweaver 6.50

If you're interested in our products, please make purchase via the following two ways:

1. Purchase from resellers:

For the moment, we have agents in the following countries: USA, United Kingdom, Italy, France, Romania, Australia and Greece. To contact these agents, please go to this webpage for more details: http://www.easypano.com/resellers.html

2. Purchase online:

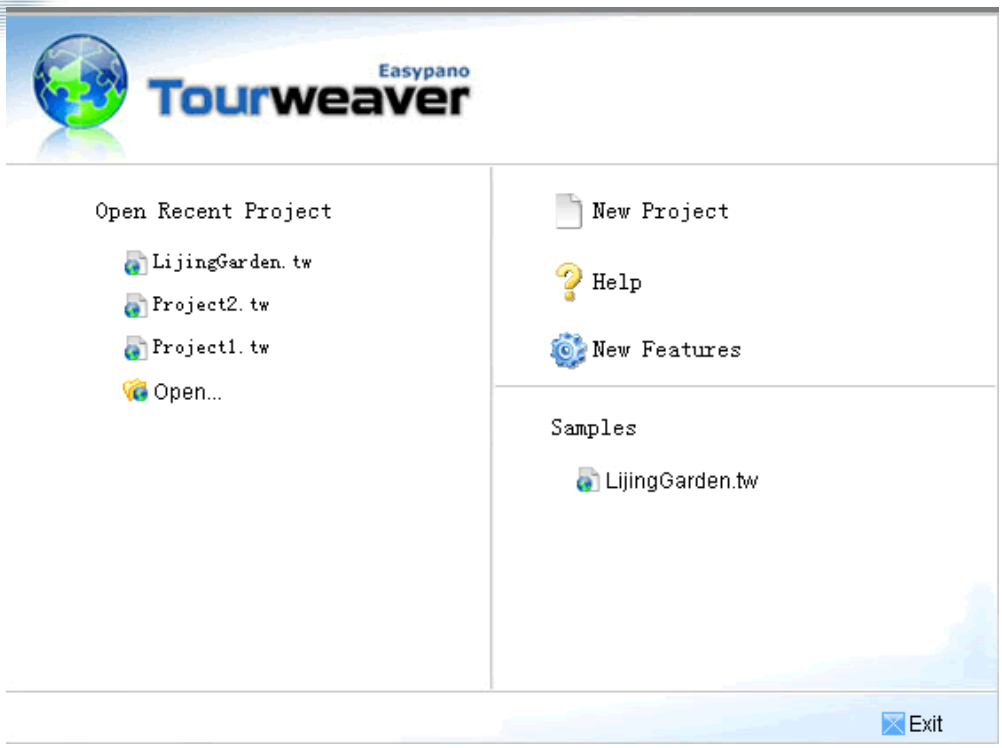
If you choose to purchase online, please go to this page: http://www.easypano.com/onlinestore.html

Note: In version 6.50, one license can be activated on both desktop and laptop.

Build Your First Virtual Tour

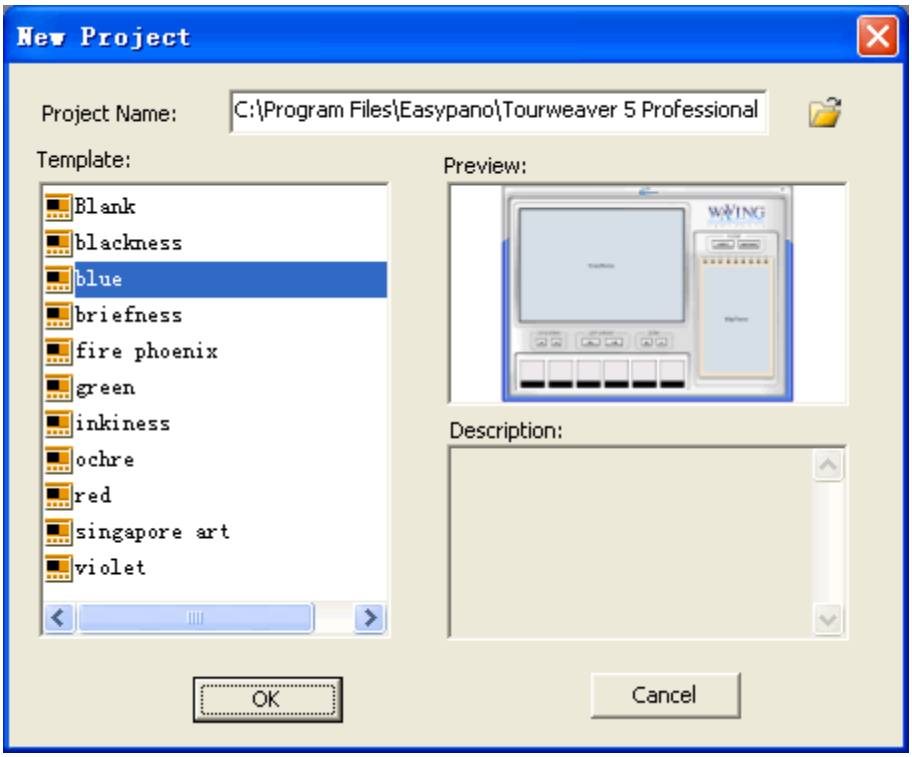
Create a Project

Launch *Tourweaver6.50* from *Start* menu.

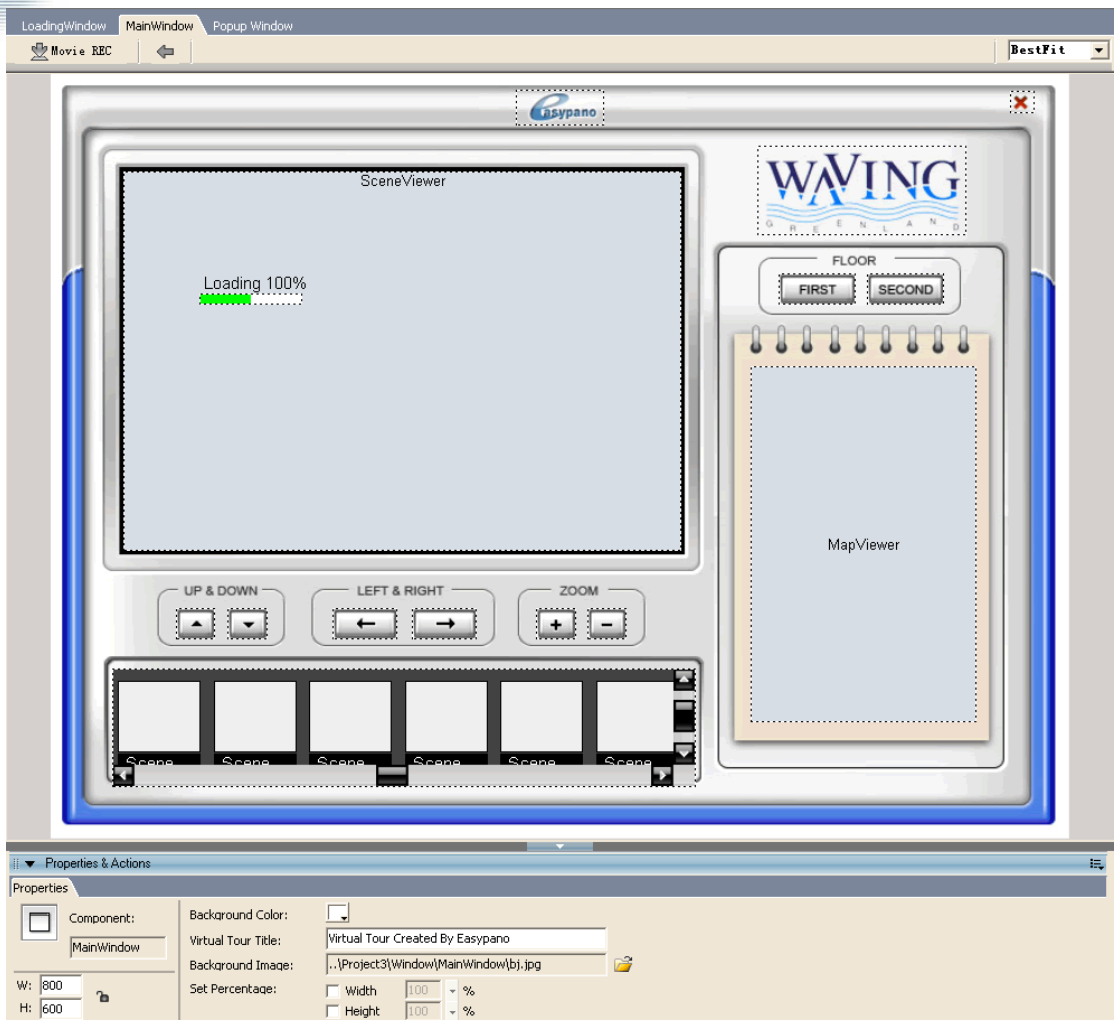


Choose *New Project*

Choose a skin template to create the project



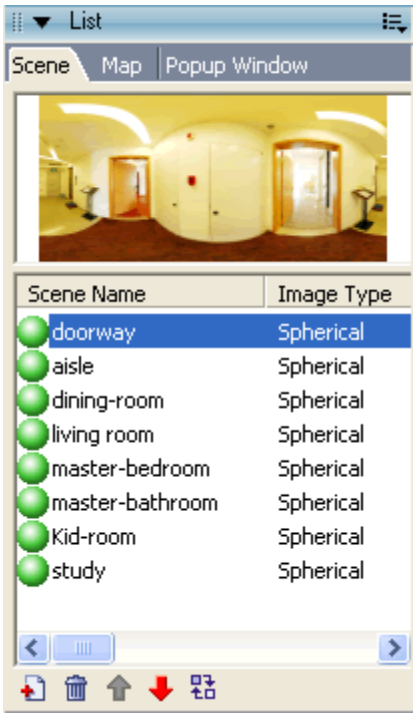
The project is created as below:



Add Scene Image

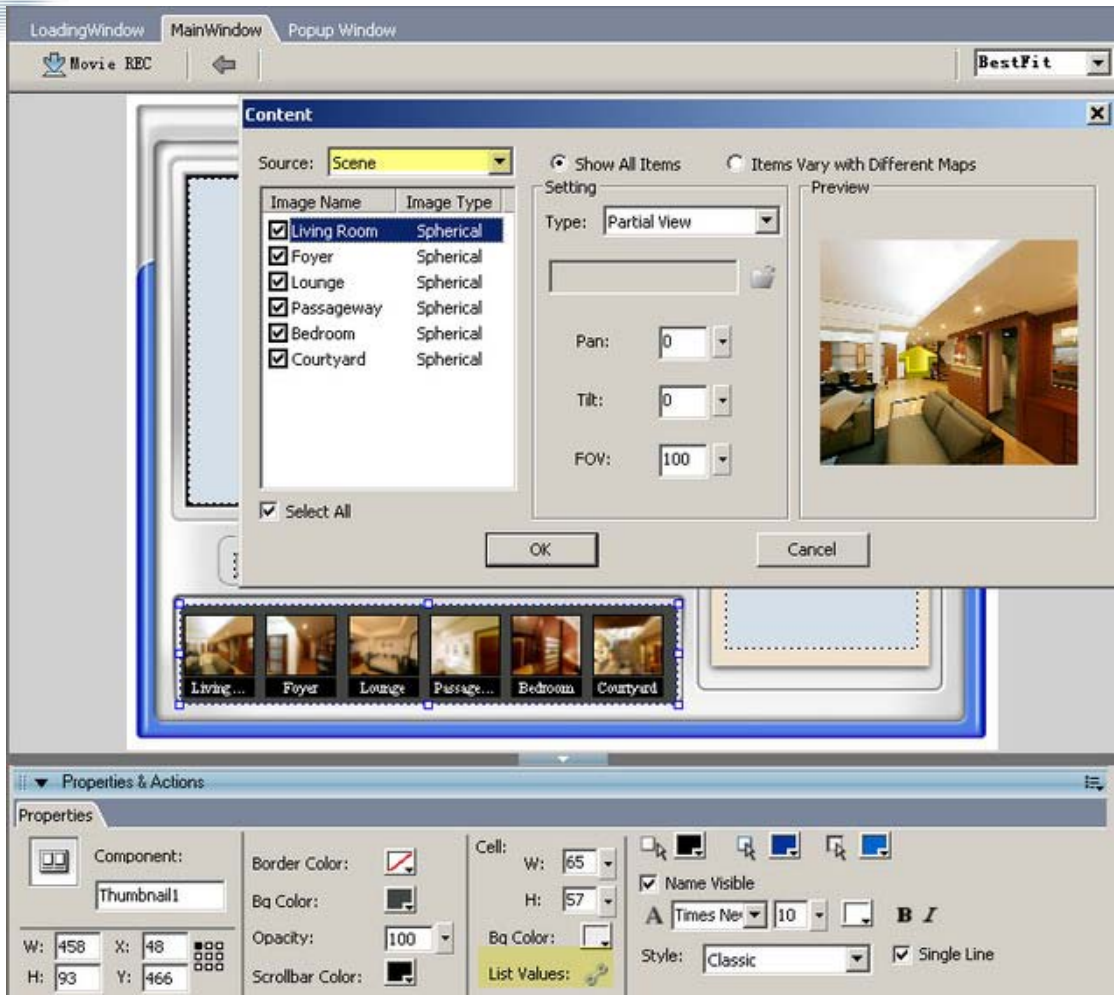
Go to *List* panel and select *Scene* tag. Click to add new scene image.

Add three spherical panoramas and one still image



Modify Thumbnail Properties

Set scene as the source for the thumbnail. Select all the four images for it and click *OK*.



Preview

Click the *Preview* button from *Main Toolbar* to preview the virtual tour.

Publish

Click *Publish* button from Main Toolbar to publish the virtual tour.

Upload to Web Server

Step 1: Upload all the published files to web server. Keep the original file structure and put them in the same folder with the webpage.

Step 2: Copy the code from instruction html and paste them into the relative webpage.

Using Tourweaver 6.50

Tourweaver Project File

The project file from Tourweaver is in XML format with the extension .tw. It records all the information of the whole project including window, scene, sound, map and output.

Note: The extension of project file from Tourweaver 1.30 is vtp. Tourweaver 3.00, Tourweaver 4.00, 5.00 and 6.50 can recognize and open vtp file, but it will

convert this file to *tw* first. For more, see **Support Project Files from Old Version**.

Tourweaver 6.50 supports the vtp project files from Tourweaver 1.3 and tw files from Tourweaver 3.00, 4.00 and 5.00. Nevertheless some contents of the projects will be converted. The changes are concluded as below:

Components in old project file (tw1.3)	**To be converted or deleted in new project file(tw6)**
SceneDescription Tour Components	TextArea Component
TextLink and Label Tour Components	Text Component
CompanyInfo Tour Components	deleted
Statusbar Tour Components	deleted

Learn Tourweaver Workspace

In Tourweaver 6.50, the workspace consists of Title bar, Menu bar, Toolbar, Stage and Panel, and it's shown as below:

Toolbar

Toolbar includes Main Toolbar and Layout Toolbar. You can locate Toolbar by the following ways:

- **Dock**: Toolbar can rest at the top, bottom, left and right side of workspace. But it can't be docked in Panel area.
- **Double click**: When you double click Toolbar, it will return to its last dock position.
- **Drag**: You can drag Toolbar as you want in the Stage.

Main Toolbar

Main Toolbar displays these menus which are frequently used. The menus are listed as below:

ICON	Feature Description
	File>New Project(&N)
	File>Open(&O)
	File>Save (&S)
	-

	Edit>Cut (&T)
	Edit>Copy (&C)
	Edit>Paste (&P)
	Edit>Del (&A)
	-
	Edit>Undo (&U)
	Edit>Redo (&R)
	-
	File>Preview(&R)>Default (&D)
	File>Publish (&B)

Layout Toolbar

Layout Toolbar displays all layout menus including *Align* and *Group*.

ICON	Feature Description
	Layout>Align Left(&L), to align all the components at left
	Layout>Align Center(&C), to align all the components at center
	Layout>Align Right (&R), to align all the components at right
	Layout>Align Top (&S), to align all the components at top
	Layout>Align Middle(&M), to align all the components at middle
	Layout>Align Bottom (&B), to align all the components at bottom
	Separator
	Layout>Bring to Front(&F), to bring component to the top layer
	Layout>Send to Back(&K), to bring component to the bottom layer
	Layout>Group(&G), to integrate several components into one group
	Layout>Ungroup(&U), to separate a certain group of components

Toolbox

Toolbox displays all the components in Tourweaver. They're listed as below:

ICON	Component	Remarks

	-	
	Scene viewer	To play scenes.
	Map viewer	To play maps.
	Google Map	To display google map.
	Button	
	Movie controller	
	Speed Controller	To adjust the rotation speed of all scenes.
	Thumbnail	
	Flash Thumbnail	To add flash thumbnail with .swf format.
	Combobox	
	Listbox	
	Text	
	Image	
	Textarea	
	Hotspot	Can be added to Scene/Map
	Radar	Added to Map
	Video	It can be added to main window, popup window, used to play video.
	Flash	It can be added to main window, popup window, scene and map, used to play SWF file.
	Lens Flare	Splendid Effect for scene. Controlling of lens flare.

Panel

Properties and Actions Panel

Properties and Actions panel displays the properties (actions) of the current selected component. There are generally two pages in it: Properties page and Actions page. The Actions page only exists for these components which you can add actions to. You can edit the components properties on Properties page. And you can add events to components on Actions panel when it's available.

[Properties Page]

[Actions Page]

About Properties and Actions panel

Action list:

Tourweaver 6.50 provides various actions. These actions are classified as the following types: *Action for Scene & Movie, Sound, Misc, Window and Map*. For more details, see Set Button Action.

Tip: Multiple actions are supported, see *Multiple Actions*.

Button

ICON	Feature Description
	To add the selected action to the selected component; and the added action will be displayed in the events list.
	To delete the selected action from Events list.
	To move the selected action in events list one step upwards.
	To move the selected action in events list one step downwards.

Events list:

The events list is at the right side of Actions page which lists all the actions added to the component.

How to show Properties and Actions panel

To show Properties and Actions panel, please do either of the following:

- Select *Window>Properties* and *Actions* panel
- Press *Ctrl+P*

Movie REC Panel

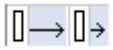
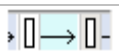
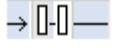
Introduction to Movie REC panel and Frame

Movie REC panel is the place where the movie is recorded. The panel is closed as default. If you want to edit movie, you have to click the *MovieREC* button which is right below *MainWindow* tag. Then the panel will be opened automatically and the scene viewer becomes a movie window. The panel is shown as below:

ICON	Feature Description
	Create a new movie
	Delete the selected movie

	Play the selected movie
	Export the selected movie as a video.
	Add a frame to the current movie
	Delete a frame from the current movie

Movie List: To display all the movies in the current project.
Time Line: Marks the time position of each frame, the *TimeLine* is a scale on which time point is shown every 5 seconds. Each small scale stands for 1 second.
TimePoint: It is used to coordinate the timing between the frames.
Frame Area: To show all the frames in the current movie.

Condition			Display way between the two frames	Illustration
At a certain movie	The two frames are in the same scene	Time space>=1	The two frames are connected with an arrowhead line	
		No time space	The two frames are connected with a single line	
	The two frames are in different scenes	Time space>=1	The two frames are connected with an arrowhead line and the background color is blue	
		No time space	The two frames are connected with a single line	

Frame Preview Button

Display mode for frame including *Normal* and *Preview*.

Button	Hint	Dropdown List	Illustration
	Frame Preview	Normal	
		Preview	

To display Movie REC panel

1. Place the *Scene Viewer* on *Main Window*
2. Import scenes under scene panel
3. Click the *MovieREC* button which is right below *MainWindow*

To close *MovieREC* panel

1. Click the *Back* button which is right below *MainWindow*
2. Or double click any places on *MainWindow* except scene viewer

List Panel

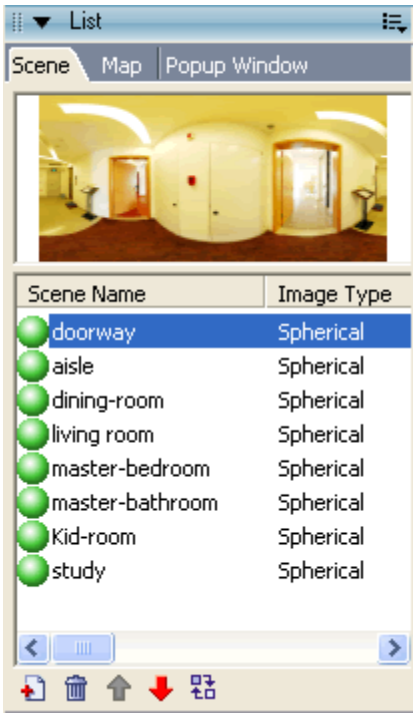
List panel manages scenes, maps and popup windows in the current project. It includes Scene tag, Map tag and Popup Window tag.

To display List panel, do any of the following:

- Select Window>List panel
- Press *Ctrl+S*

Introduction to Scene List

Scene tag manages all scene images in the current project. You can add scene to the project or delete scene from the project.



Click these icons can help you to realize features below:

ICON	Feature Description
	Add scene
	Delete the selected scene
	Move the selected scene one step upwards
	Move the selected scene one step downwards

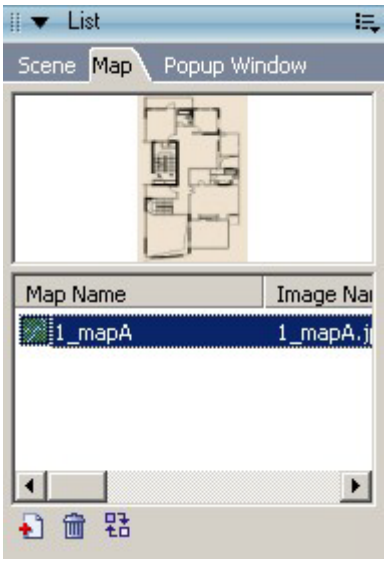
The supported scene types are as below:

Feature Description	
Add Spherical	Import spherical panorama
Add Cylindrical	Import Cylindrical panorama
Add Still Image	Import Still image
Add Kaidan One Shot	Import Kaidan One Shot
Add 0-360 One Shot	Import 0-360 One Shot
Add Remote Reality One	Import Remote

	Shot	Reality One Shot image
	Add Single Fisheye	Import single fisheye image
	Add Cubic	Import cubic panorama

Introduction to Map List

Map tag manages all maps in the current project. You can add map to the project, delete map from the project and replace the map without changing hotspots on it. As to the details, see *Add or Delete Map* and *Replace Map*.



Click these icons helps you to realize features below:

ICON	Feature Description
	Add map
	Delete the selected map
	Replace the selected map

Introduction to Popup Window List

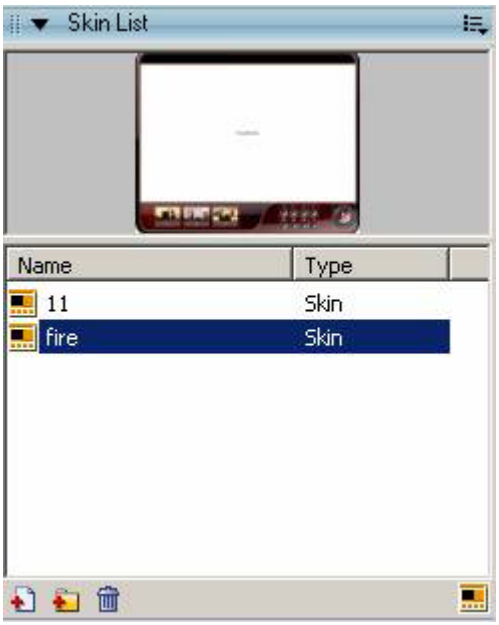
Popup Window tag manages all popup windows in the current project. You can add popup window to the project or delete popup window from the project.

Click these icons helps you to realize features below:

ICON	Feature Description
	Add popup window
	Delete the selected popup window

Skin List Panel

Skin list panel is the place where all tour skins are saved and organized. You can export the tour skin of the current project to skin list panel. Or you can delete an existing skin. Or you can organize the skins in the skin list panel.



Click on these icons helps you to realize features below:

ICON	Feature Description
	Add skin to Skin List panel
	Add a folder to organize the skins in the panel.
	Delete the selected folder or skin
	Get more skins online

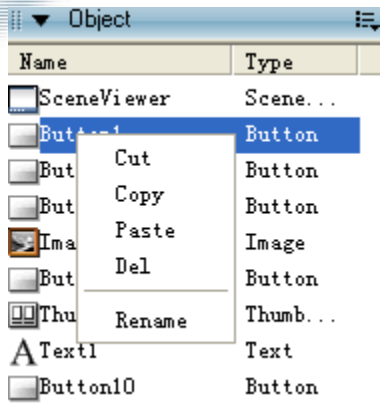
To display Skin list panel

- Select Window>Skin List
- Press *Ctrl+T*

Object Panel

Object panel displays all the components on *Main Window*, hotspots on scene, hotspots and radars on map or all the frames in movie. You can select these components or frames under Object panel.

Tips: When you select any in the object list from *Object* panel, this selected object will be high-lighted and centered on the *Main Window*. For example, when you're editing tour movie, all the frames of the selected movie will be listed in the object panel. You can also see which scene this frame is related to. Things would go easy when you want to edit different frames.



Right click on an object, a window will pop up, copy and paste the object through the options listed above.

To display Object panel

- Select Window>Object
- Press *Ctrl+O*

Library Panel

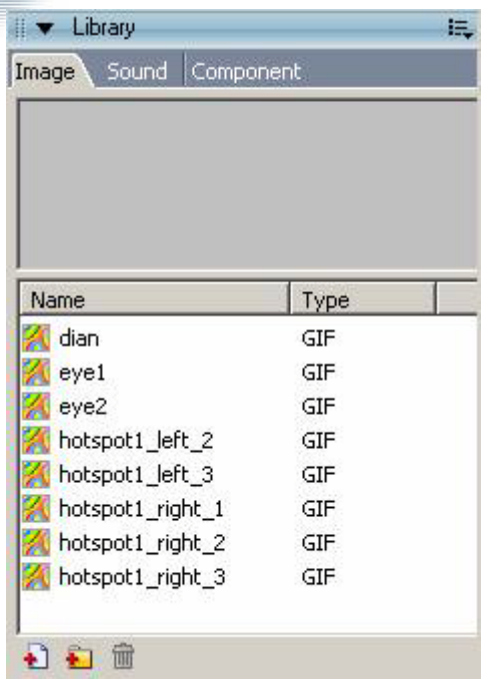
Library panel saves and organizes the resources which are frequently used in virtual tour like images, sounds and components. Hence, Library panel contains Image library, sound library and component library.

To display Library panel, do any of the following:

- Select Window>Library
- Press *Ctrl+L*

About Image library

Image Library manages all the images in the current project. You can add new image to the image library or delete image from it. As to the details, see *Image Library*.

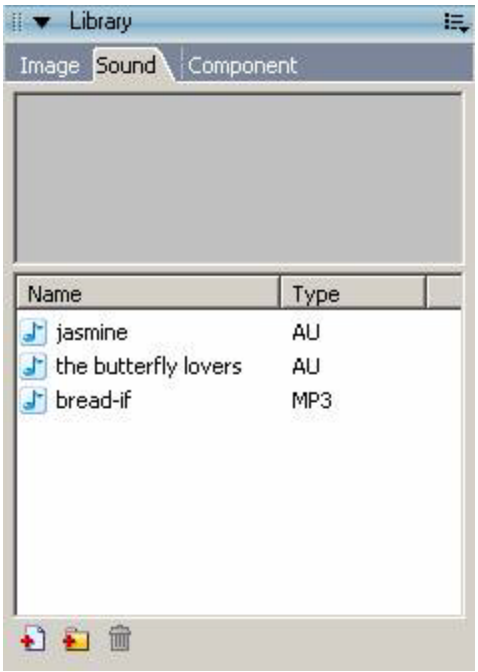


Click on these icons helps you to realize features below:

ICON	Feature Description
	Add image to Image Library.
	Add a folder to organize these images in library.
	Delete the selected folder or image from Image Library.

About Sound library

Sound Library manages all the sounds in the current project. You can add sound to the sound library or delete sound from it. As to the details, see *Sound Library*.

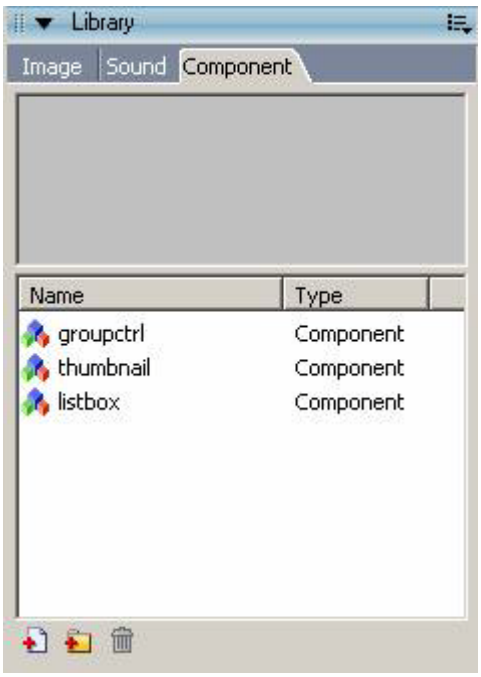


Click these icons helps you to realize features below:

ICON	Feature Description
	Add sound to sound library
	Add a folder to organize the sounds in the library
	Delete the selected folder or sound

About Component library

Component Library manages all the components in the current project. You can add component to the component library or delete component from it. As to the details, see *Component Library*.



Click on these icons helps you to realize features below:

ICON	Function
	Add component to component library
	Create a new folder to organize the components in library.
	Delete the selected folder or component.

Panel

General Operations on Panel

To open or close a panel

- Click the control arrow which is at menu bar to open or close the panel.

To close a panel, do the following:

- Select the desired panel from Window menu

- Right-click (Windows) or Control-click the panel's title bar and select *Close Panel Group* from the context menu.

Note: For MovieREC panel, you have to open it by clicking

button right below MainWindow; and close it by clicking the *Back* button there.

To close all the panels

- Select Window>Hide panels

Using popup menu

1. Click the control button at the right side of panel title bar to view the popup menu
2. Select one of the menus

To adjust panel size, do the following

- Drag the panel's border (Windows) or drag the size box at the panel's lower-right corner

Arranging Panels

In Tourweaver, you can organize panels into groups. You can rearrange the order in which panels appear within panel groups. You can also create new panel groups and dock panels to existing panel groups. If you want a panel to appear on its own, separated from other panel groups, you can float the panel. This is particularly useful for panels that you want access all the time.

To move a panel

- Drag the panel by its gripper (on the left side of title bar)

To add a panel to an existing panel group

- Drag the panel by its gripper to another panel. A black line appears next to the target panel to show where the panel will be placed.

To float a panel

- Drag the panel by its gripper and move it away from other panels.

Using Panel Settings

You can create custom panel arrangements, and save these as custom panel sets. You can switch the panel display to the default layout or to a custom layout that you have saved previously.

To save a custom panel sets

1. Select Window>Save panel layout
2. Input the name for the layout and click OK

To select a panel layout

1. Select Window>Panel sets
2. From the submenu, select the default layout to reset panels to default layout, or select a custom layout that you've saved previously.

To delete custom layouts

1. Select Window>Workspace layout>management
2. Select the panel sets which you're going to delete from manage workspace layout dialog box
3. Click Delete
4. Click Yes to confirm
5. Click OK

Building TW Project

Create a New Project

To make virtual tour with Tourweaver, you should create a new project in Tourweaver first. There are two ways to create a new project:

- **Create project from skin template**

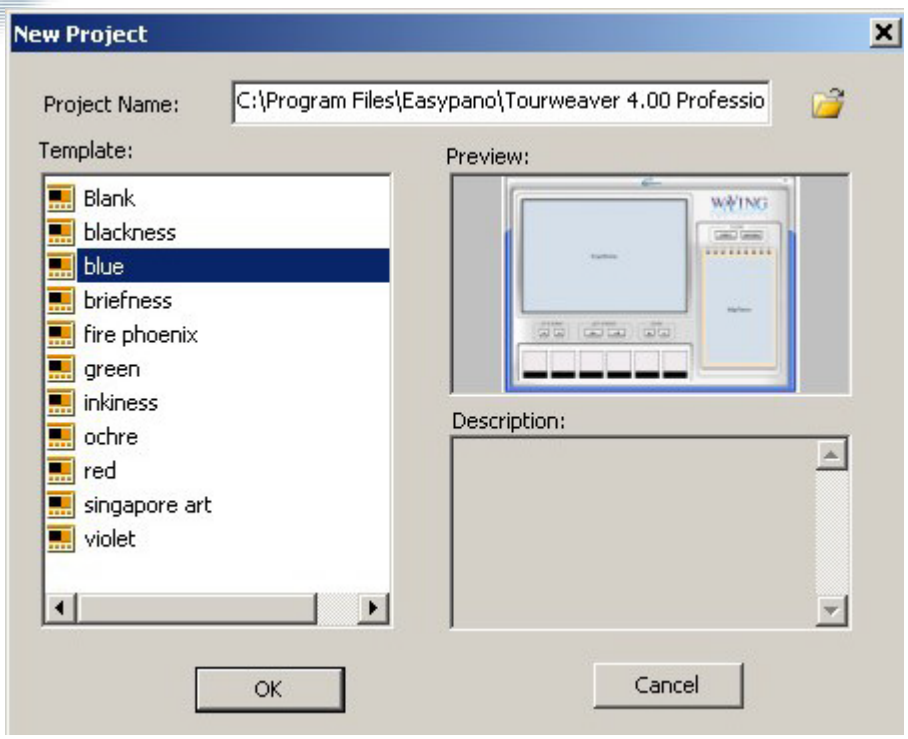
To create project from skin template is to create a project with an existed skin template. The steps are as below:

1. Select File>New Project
2. Input project name and the directory to save that project
3. To select a skin template from the template list
4. Click OK

- **Create project from blank skin**

To create project from blank skin is to design a tour skin from scratch. The steps are as below:

1. Select File>New Project
2. Input project name and the directory to save that project
3. Select Blank from template list
4. Click OK



Save Project

If you want to stop the work and quit Tourweaver 6.50 during making a virtual tour, you can save the operations and settings as a .tw file which is a project file. Therefore you can continue the work instead of doing from scratch next time. That will save large amount of your time.

Open a Project

To open an existed project in Tourweaver 6.50, please go to *File>Open* and select relative file in the popup window.

Support Project Files from Old Version

Tourweaver 6.50 supports the vtp project files from Tourweaver 1.3 and tw files from Tourweaver 4.00 and 5.00. Nevertheless some contents of the projects will be converted. The changes are concluded as below:

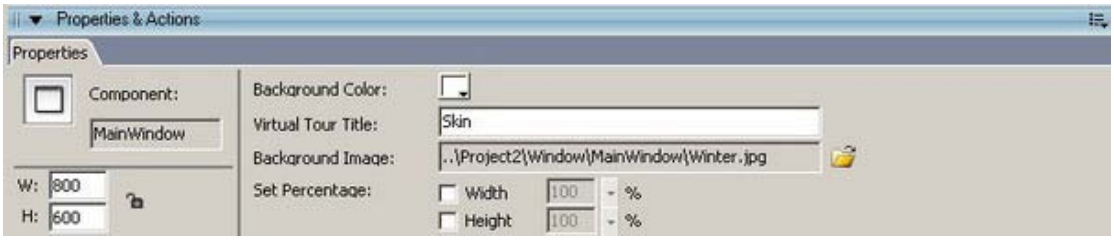
Components in old project file (tw1.3)	To be converted or deleted in new project file(tw6)
SceneDescription Tour Components	TextArea Component
TextLink and Label Tour Components	Text Component
CompanyInfo Tour Components	deleted
Statusbar Tour Components	deleted

Make Virtual Tour Skin

You can customize your own virtual tour skin to get a unique virtual tour. Virtual tour skin includes *Main Window* and *Loading Window*.

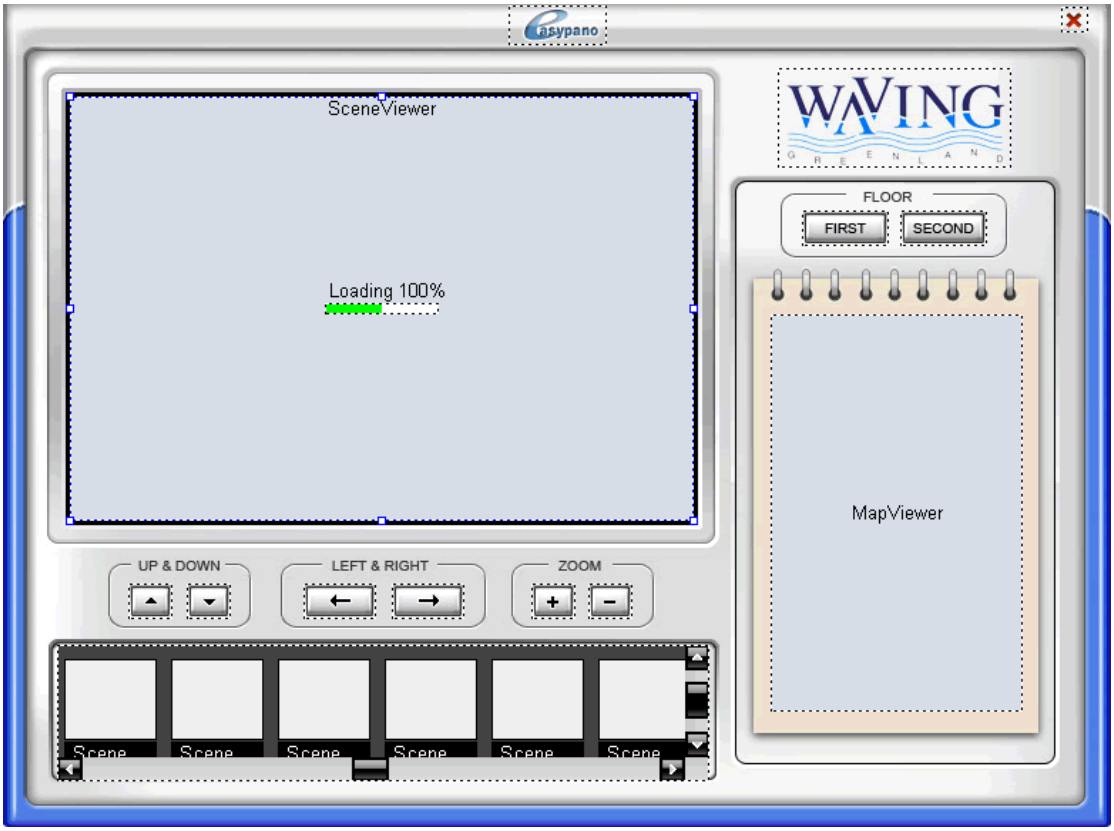
Create New Skin and Add Components to Skin

1. Click *File>New Project, select Template>Blank* from the popup *New Project* window. The skin editing interface will appear.
2. Click the blank area of the skin editing interface, and set a title, background image or background color in the properties panel as below.



3. Add components from toolbox to the proper location on the skin, like Scene Viewer, Map Viewer, Button, Thumbnail etc. See below for the details (take **adding SceneViewer** as an example.)

- Click the SceneViewer component from Toolbox.
- Move mouse to the correspondent location on the skin.
- Click mouse again, SceneViewer is added successfully. As to the steps of adding other components, refer to the above.



Note: In Main Window, you could only add one SceneViewer, one MapViewer and one Movie Controller.

Import Skin from Skin List into Current Project

When making virtual tour, you can use an existed skin template by importing a skin file to save your time.

To import tour skin, please do the following:
1. Select the desired skin from Skin List
2. Double click the skin
3. Click OK from the popup window. Then the selected skin is applied to the current project.

Note: When the skin is applied by the current project, some parameters may need to be reset like *Listbox* value.

Edit Components on Skin

How to Edit Components on Skin

Skin is composed of multiple components. For more details about the components that make up skin, please refer to *Toolbox*.

Add and Delete components on skin

When building a tour skin, you can add the needed components from Toolbox to Main Window. Or you can delete the components which you no longer want from Main Window.

Add

1. Move your mouse onto Toolbox
2. Click the component you want to add
3. Then move your mouse onto Main Window
4. Click the blank part of Main Window to place this component

Delete

1. Select the component which you're going to delete from Main Window
2. Press *Delete* key or *Backspace* key to delete the component

Copy and Paste components on skin

You can create a new component in a fast way by copy and paste.

Follow the steps below to copy and paste:

1. Select the component you want to duplicate

2. Right click your mouse to open the popup menu and choose Copy. Or press *Ctrl+C* to copy the component.

3. Go to Main Window and right click your mouse and choose Paste. Or press *Ctrl+V* to paste the component.

Tips: Select the component and meanwhile press *Ctrl*. Then use your mouse to drag the component to another position and release. Then another component is duplicated.

Move and Lock components on skin

You can move component to a proper position by moue or keyboard. After you adjust a component, you can then lock it so that it can't change any more.

Move

1. Select component

2. Use mouse to drag the component or use arrow keys to adjust the component to the proper place.

Lock

1. Select the component you're going to lock

2. Right click your mouse and choose *Lock* from the popup menu to lock that component. If you want unlock it, just click *Lock* again.

Layout components on skin

You can draw and lay out component by the layout tools in Toolbar. For more information, see *Layout Toolbar*.

Group components on skin

You can set several components into a group so that they're like one component when you operate them. For example, there are a series of buttons created on Main Window. If you want to select and move them at the same time, you can set them into a group.

When select a group, you can see its x, y, W and H on Properties panel. You can also edit these values. But you're not able to edit any single component in this group. So if you want to edit a certain component in a group, you have to ungroup them first.

You can't add another component to a group. But you can ungroup them and then make a new group.

Create a Group

1. Select all the components you're going to group like hotspots, radars, etc.

2. Select *Layout>Group* or press *Ctrl+G*.

Ungroup

1. Select the group you're going to ungroup
2. Select *Layout>Ungroup* or press *Ctrl+Shift+G*.

Align Components by Using Ruler, Guide Line and Grid

When you make virtual tour skin, you can choose to show ruler and guides which may help you to precisely arrange the components on skin. When using guides, there will be vertical and horizontal lines listed on Main Window. You can snap components to guides to easily lay out the components. Or you can use grid which is similar to guides so that you can also snap components to grid.

Using Ruler

When you choose to show ruler, it will be displayed at top and left edge of Main Window. The default unit is pixel. If ruler is used, when you move any component on Main Window, you will see a black rectangular area moving at ruler to indicate the size of this component and its movement.

To show or hide ruler:

- Select *View>ruler* or right click on skin and choose *ruler* from the pop-up menu.

Using Guides

Make sure rulers are already visible on Main Window. Then you can use selection tool to drag the horizontal and vertical guides from ruler to Main Window. You can move, lock, hide or delete the guides. You can snap components to guides, change guides color, or clear all guides from Main Window.

Show or hide guides

- Select *View>Guides>Showguides*

Note: If the *Grid* is shown and *snap to grid* is selected, then when you drag a new guide it will be aligned to grid.

Open or close *Snap to Grid*

- Select *View>Grid>Snap to Grid*

Note: If guide line falls between two grid lines, then *Snap to guides* has precedence over *snap to grid*

Move Guides

1. Select View>Ruler to ensure the ruler is shown

2. Use selection tool to click anywhere on ruler and drag guides to the desired position of Main Window.

Delete guides

- If the guides are unlocked, then use selection tool to drag it back to rulers. For more details about lock and unlock of guides, please refer to the following steps.

Lock guides

- Select *View>Guides>Lockguides*

Note: You can also use *Lock guides* from *Editing guides* window (*View>Guides>Edit Guides*). For more details, please refer to the following steps (**Set guides preferences**).

1. Select *View>Guides>Edit guides* and then do any of the following steps:
   - To set guides color, please click the triangle from the color window and select the proper color from palette. The default color is green.
   - Select or cancel *Show Guides* to show or hide guides
   - Select or cancel *Snap to Guides* to open or close this feature
   - Select or cancel *Lock Guides* to lock or unlock guides
   - As to snap accuracy, please choose one option from the popup menu
   - If you want to remove all guides, please click *Clear All*
   - If you want to save the current settings, please click *Save as default*
2. Click *OK*

Clear Guides

- Select *View>Guides>Clear guides*

Using Grid

If *Grid* is shown, you will see a series of lines appearing in the background. You can align components with grid. You can also customize the size and color of *Grid*.

Show or hide *Grid*

- Select View>Grid>Show Grid
- Press *Ctrl+G*

Open or close *Snap to Grid*

- Select View>Grid>Snap to Grid

Set *Grid* preferences

- Select *View>Grid>Edit Grid*
- To modify grid color, click triangle in color window and choose the right color from palette
- The default grid color is set to gray
- Select or cancel *Show Grid*
- Select or cancel *Snap to Grid* to open or close this function

- Enter the proper value in the textbox of horizontal space and vertical space to set the grid space
- As to align accuracy, please select an option from the popup menu
- Click *Save default value* to set the current settings as default

Set Skin Properties

If you want to set properties for virtual tour skin, please access *Main Window* and click on the blank part of it. Then open Properties panel to set skin properties. The skin Properties panel is shown as below:

Add Skin to Skin List from Current Project or Local

You can not only export the tour skin in current project as a skin template but also add the existed skin files from local to Skin List for future use.
Note: Some values will be lost during exporting like text area, combobox, listbox, etc.

How to export tour skin

1. Select File>Export Skin
2. Type the name for the skin and select the folder for saving the skin in the popup window
3. Click OK and the skin in the current project is saved into Skin List.

How to add skins outside the current project

1. Open Skin List panel
2. Click under the panel
3. Select the desired skin file which you're going to add into Skin list in the popup window
4. Click OK and the selected skin is added into the Skin List

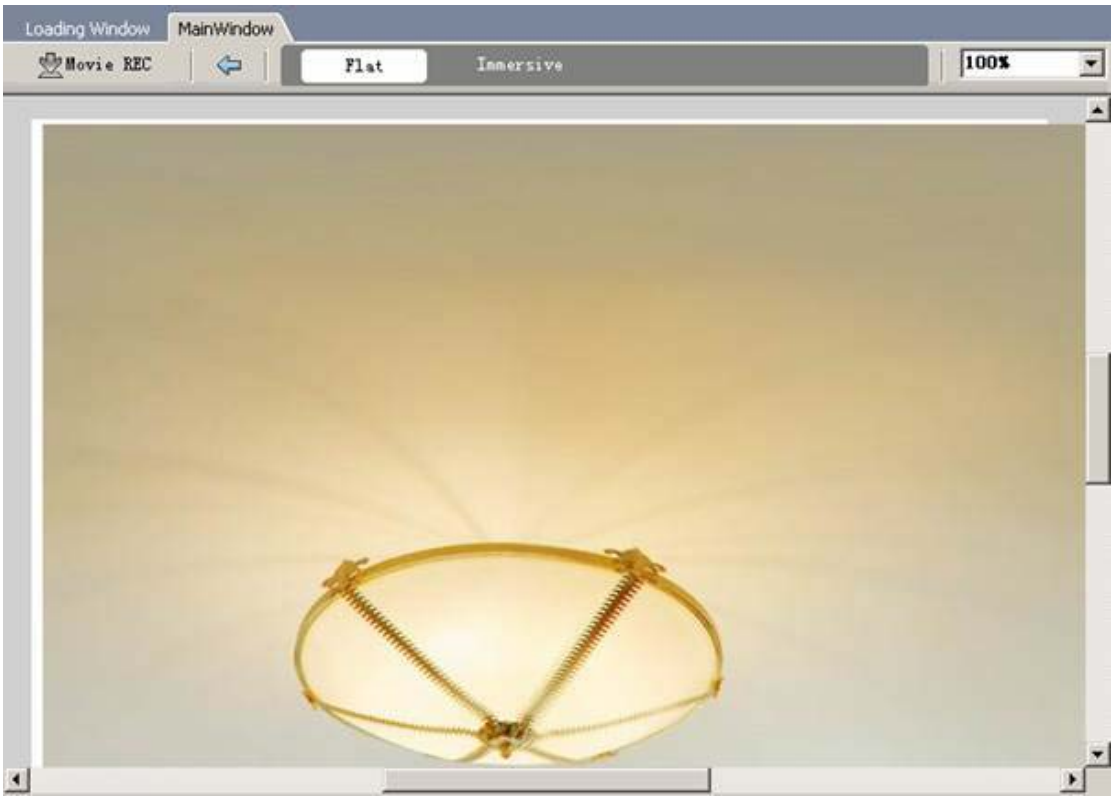
Create folders to organize these skins in the Skin List

1. Open Skin List panel
2. Click to create a folder and name the folder like Real Estate
3. Select all the relative skins and press the left key of mouse. Drag mouse to the Real Estate folder and release. Then all these skins are moved into Real Estate folder.

Using Stage

Stage is the place where you edit tours. It includes Main Window, Loading Window and Popup Window.

Note: There are two buttons right below MainWindow: *MovieREC* and *Back*. When you click *MovieREC*, the whole MainWindow will access the state of movie editing and then the MovieREC panel will be opened automatically. If you click *Back* button, you're back to the skin editing state.



Zoom on *Stage* at a specified percentage

You can zoom on *Stage* at a specified percentage. To view the whole stage on screen or to view a particular area at high magnification, you can change the magnification level. The minimum value for zooming out on the stage is 8%. The maximum value for zooming in on the Stage is 800%.

To magnify or reduce your view of the stage, execute any of the following:

- To zoom in or zoom out the entire stage, please select *View>Zoom in* or *View>Zoom out*
- To zoom in or zoom out at a specified percentage, please select *View>Magnification*. And select the percentage from the submenu. Or select the percentage from the zoom control at the upper-right corner.
- To scale the *Stage* to fit completely in the application window, please select *View>Magnification>Best fit*

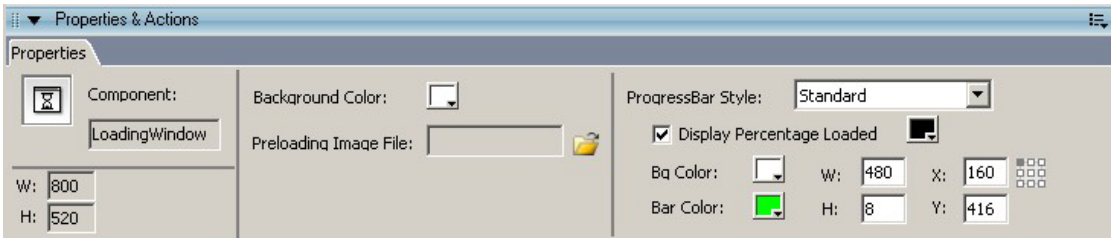
Move Stage View

You can move the window in the *Stage* by dragging scrollbar. When the stage is zoomed in, you may not see the entire stage. Then you can view the whole stage by scrollbar instead of changing zoom level.

Set Properties for Loading Window

Open Loading Window Properties Panel to edit preloading image, background color, import the image or flash and set the progress bar.

You can set properties for *Loading Window* under its properties panel which is as below:



Background color: The background color of Loading Window. Generally the background will not show except when the size of the waiting image is smaller than that of Main Window. Under that circumstance, partial background will be shown.

Preloading Image File: You can set a waiting image which will be displayed before the scenes appear.

The waiting image is the loading image appearing above the processing bar during loading tour. The area for this loading image is in the same size with that of the main window. Tourweaver 6.50 supports not only jpg, bmp and gif, but also flash file such as swf for preloading image.

Tip: You can set it in Advanced Settings.

Note: This feature is only for Tourweaver 6.50 Professional edition. In Standard edition, only Easypano logo is used.

ProgressBar Style (Pro only): To set the style of the progress bar among *None, Standard* and *Custom*.

- Select *None*. The progress bar won't appear in Loading Window.
- Select *Standard*. You could set the registration point (refer to *Change Size and Appearance of Map Viewer*) of the progress bar that the application can use to position it ensuring consistent alignment. Meanwhile, you could also set the text color for the standard progress bar.
- Select *Custom*. You could import a customized SWF file, displaying the percentage loaded of a tour.

How to Make Waiting Image in Loading Window

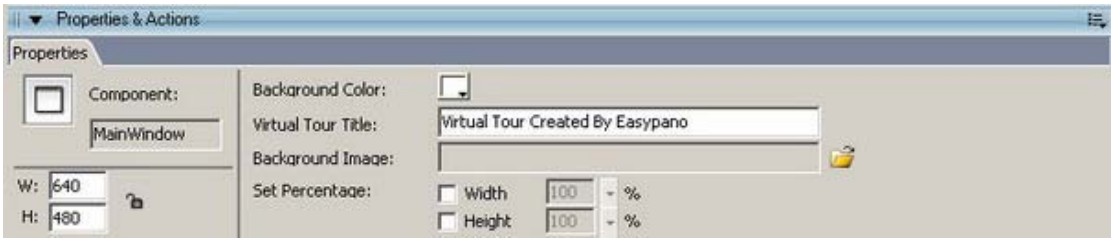
You can make settings for preloading image in *Loading Window*. Tourweaver 6.50 supports not only jpg, bmp and gif, but also flash file such as swf for preloading image.

1. Click *Loading Window* page on Stage
2. Open *Loading Window* Properties Panel to edit preloading image including background color, importing the image or flash and setting the progress bar.

Note: This feature is only for Tourweaver 6.50 Professional edition. In Standard edition, only Easypano logo is used.

Set Properties for Main Window

You can set properties for *Main Window* under its properties panel which is as below:



Set Percentage (Pro only): To set the width/height of main window as the specified percentage of the browser window width/height.

- If selected, you can set the width/height of the main window to be a percentage of the browser window's so that the main window adjusts according to what the size of the browser window is. Meantime, the registration point of component and the width/height percentage of *Scene Viewer* can be set when selected.
- If not selected, the width/height of main window is set to be a fixed number of pixels so that the main window is always the same size regardless of which browser it appears in. Besides, the registration point of component and the width/height percentage of *Scene Viewer* can't be set accordingly when not selected.

Width/Height (Pro only): To set whether to appear as the specified percentage of the browser window width/height and specify the percentage.

Add Scene Viewer

Scene viewer is the component to play scenes or movies. After you place scene viewer onto Main Window, you can edit scene and record movie by it visually. In one virtual tour, there is only one scene viewer. Only you add scene viewer to tour, you can then see multiple scenes and movies when running tour.

How to add scene viewer

1. Click Scene Viewer in Toolbox
2. Click the blank part of Main Window to place the component or one of your Popup windows to place the component

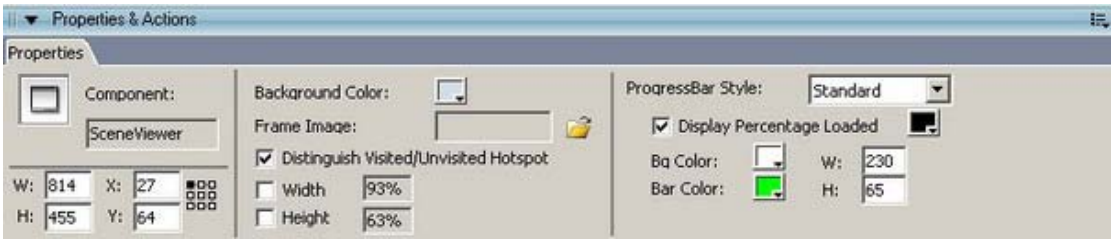
Note: On Main Window, you can only add one scene viewer.

Refer to *Scene Viewer* in *Toolbox*

Change the Size and Appearance of Scene Viewer

After you add scene viewer onto Main Window, you can then edit its size and appearance under its Properties panel which is shown as below:

Main properties of SceneViewer



Coordinate Grid (Pro only): Refer to *Change Size and Appearance of Map Viewer>How to anchor Map Viewer on the Main Window?*

Background color: The background color of scene viewer. Generally the background will not show except when the scene is a still image and it's shown by Best Fit. Under that circumstance, partial viewer background will be shown.

Frame Image: The foreground image of scene viewer. For example, you can add an image with buttons designed on it as a frame image of scene viewer. So you may add button component with transparent appearance onto the image. Or you can add foreground image to scene viewer when you want the viewer shown irregularly.

Width/Height (Pro only): In the Width or Height field, specify the width/height of scene viewer as a percentage of the Main Window.

Tip: If selected, the percentage will display in the field automatically. If you want to change the percentage, adjust the W/H values in the panel, and then the percentage will be changed accordingly.
Note: The options are enabled only when Set Percentage option is selected in Main Window.
ProgressBar Style (Pro only): Refer to *Loading Window.*
Distinguish Visited/Unvisited Hotspot (Pro only): Refer to *Change Size and Appearance of Map Viewer*.

How to change size and appearance of Scene Viewer

1. Select Scene viewer on Main Window.
2. Modify the relative properties under the Properties panel of viewer.

Add/Delete, Replace and Change the Sequence of Scenes

The supported formats include JPG, BMP and GIF.

Add scene

1. Go to List panel>Scene tag and click
2. Select the scene type from scene list like Add Spherical.
3. Choose the right file from the file choosing window
4. Click OK

Delete scene

1. Go to List panel>Scene tag and click on the scene you want to remove
2. Click or press Delete key to remove the scene

Replace scene

1. Go to List panel>Scene tag and click the scene you want to replace.
2. Click or select Replace in right-click menu
3. Select the scene file you want to replace with in the Open dialog box.
4. Click Open and the scene will be replaced.

Tip: After replacement, the scene name will keep unchanged.
Note: If the size of the scene after replacement is smaller than the previous scene, then the hotspots on the scene may locate outside the current scene.

How to change the sequence of scenes

1. Go to List panel>Scene tag and click the scene you want to adjust

2. Click and the scene will move one step upwards; click and the scene will move one step downwards.

Tip: You can also select the scene and keep pressing your mouse and drag the scene to the place where you want it to be.

Note: The change of scene sequence will affect *SlideShow*.

Set Scene Properties

How to set scene properties

1. Go to Lise panel>Map tag and click the scene you're going to edit
2. Open Properties panel and edit the relative properties of that scene

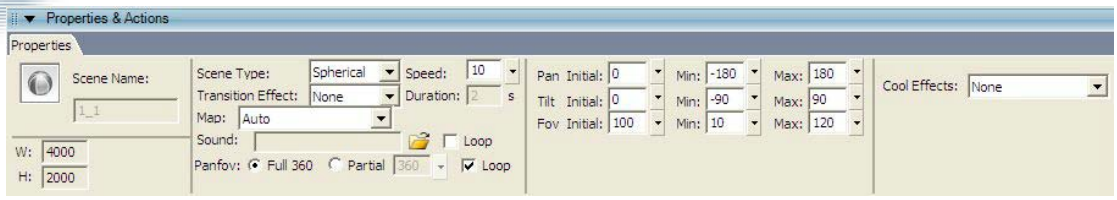
How to edit the common properties of the same type of components

To improve your efficiency, select the same type of components (Scene, Map, Button, Thumbnail, Listbox, Combobox, Text, Image, Textarea, Hotspot, Radar, Flash or Video) and edit their common properties, refer to the following example:

- Select multiple scenes and the properties panel appears as below, edit the common properties of the scenes, likeScene Type, Speed, Transition Effect, Duration, Sound, Loop, Pan/Tilt/FOV, Size Mode, X/Y/Zoom Level, Map or Panfov:

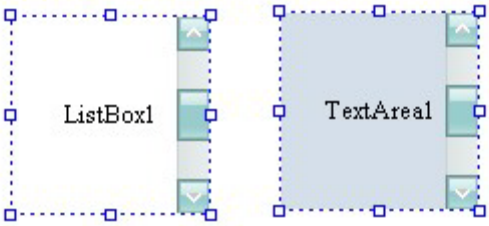
1. Drag your mouse to select multiple scenes.

2. Set the common properties of these scenes in the properties panel. Many properties are editable.

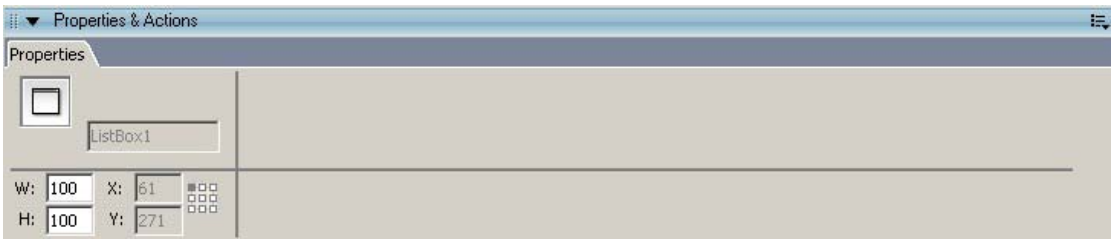


Also, you could select different type of components and edit their common properties if there are any. See below:

1. Drag your mouse to select ListBox and ComboBox on the Main Window.

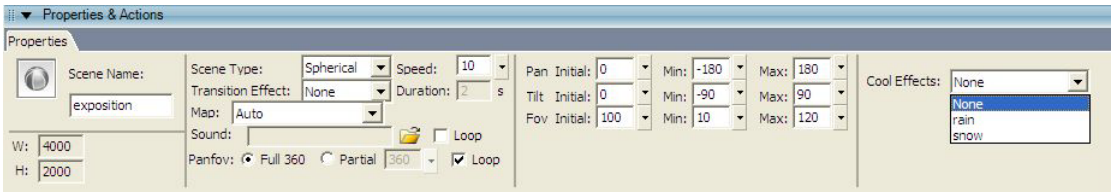


2. Select a button and a combox, the properties panel appear as below, only W/H is editable.



Set Properties for Spherical Panorama

The Properties panel of spherical panorama is shown as below:



Scene Name: The name of the scene.

Scene Type: The type of the scene. Scene viewer will change the method to run according to different scene types. In Tourweaver 6.50, these types are supported: Spherical, Cylindrical, Still Image, Kaidan Oneshot, 0-360 OneShot, Remote Reality OneShot and Single fisheye.

Transition Effect: You can set the transition effect when one scene switches to another. There are six options: None, Fade in & Fade out, Blinds, Circles, Spin and Slide. The default value is set to *Fade in & Fade out*. If you choose*None***,** then there will be no transition effect. When *Fade in & Fade out* is applied, the current scene will fade in and the next scene fades out. If *Blinds* is applied, the new scene will replace the current one like blinds.

Transition Duration: It's the period used for one scene switching to another. The range is from 1 to 20 seconds. The initial value is 2.

Map: The map which this scene is on. When the scene is played in scene viewer, then this map will be shown in Map viewer. You can choose *Auto*, *Blank* or the specified one of all. When you choose *Auto*, the map for this scene is decided by which map the radar is on. Choosing *Blank,* then when the tour switches to the scene, the map will hide automatically. When you choose specified map of all, if the radar is not on this specified one, then the panorama properties can't refer to this scene.

Auto Rotating Speed: To set the rotating speed of panoramic scene. The range is from -100 to 100. Negative value means the panorama rotates by anti-clockwise. The initial value is 20.

Sound: To set sound for scene. If you've set sound for scene, when scene viewer plays this scene, the sound will run. If Loop is selected, the sound will be always repeated. And Loop is selected as default.

Panfov: If the panoramic image is not 360 degree in horizontal direction, you can select this radio button *Partial* and input the pan value of the panoramic image. If *Loop* **(Pro only)**option is ticked with *Partial* option ticked as well, the scene will automatically play back and forth (Circle play from left to right and then from right to left) when clicking on the single scene and keep looping.

Cool Effects: Cool Effects list names of all swf files in "Flash effects" in the root directory. You could customize effects by adding swf files to the folder "Flash effects".

Initial, Min, Max: You can control the initial angle of view and the scope of view by setting the Initial, Min and Max value of *Pan, Tilt* and *FOV*.

Note: When you first select a movie as default for tour, then any change of Pan, Tilt and FOV will not affect the movie.

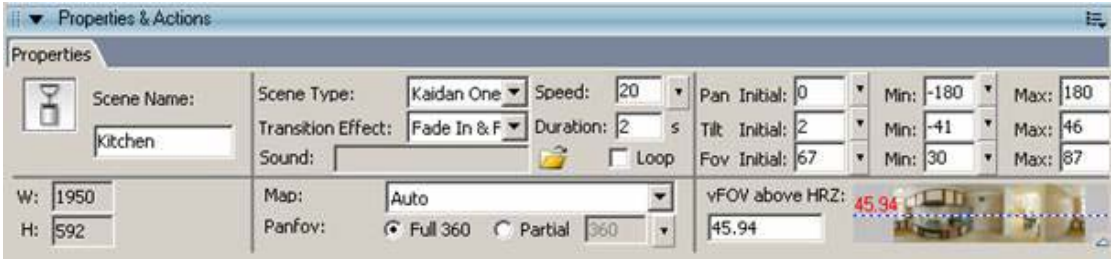
Set Properties for Cylindrical Panorama

Please refer to *Set Properties for Spherical Panorama*.

Set Properties for Kaidan One Shot

The properties panel of Kaidan OneShot is shown as below:

Main Proeprties:



vFOV above HRZ: The FOV above the horizontal line.

Loop: Refer to *Spherical Panorama*.

Set Properties for 0-360 One Shot

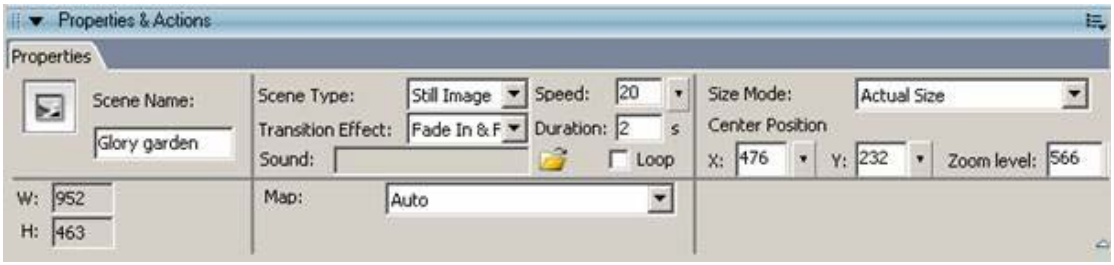
Please refer to *Set Properties for Kaidan One Shot*

Set Properties for Remote Reality One Shot

Please refer to *Set Properties for Kaidan One Shot*

Set Properties for Still Image

The properties panel of still image is shown as below:



Size Mode: To set the display way of still image in scene viewer. There are two options including *Best Fit* and *Actual Size*. *Actual Size* is set as default.

Best Fit: Keep the original image proportion. Zoom in/out the image depending on the size of scene viewer.

Actual Size: Display the image by its original size in scene viewer.

Center Position X/Y: Set X, Y value for still image in the center of scene viewer.

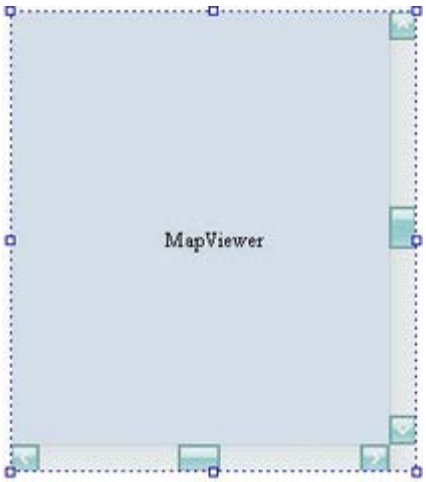
Set Properties for Single Fisheye

Please refer to *Set Properties for Spherical Panorama*

For adding hotspots to scenes, please refer to *Add Hotspot on Scene*.

Add Map Viewer

Map viewer is the component to play maps.



Refer to *Map Viewer* in *Toolbox.*

How to add Map Viewer

1. Click Map Viewer in Toolbox
2. Click the blank part of Main Window to place the component

Note: On MainWindow, you can only add one map viewer.

How to Change Size and Appearance of Map Viewer

After you add map viewer onto Main Window, you can then edit its size and appearance under its Properties panel which is shown as below:

Main Properties

Coordinate Grid (Pro only): To anchor map viewer at a specified position on the Main Window.

When the width and height of main window is set as the specified percentage of the browser window width/height, you could anchor map viewer by setting the location of it to make sure that map viewer stays in the same relative position when the main window width and height change. Or you could anchor map viewer or other components not in consideration of the percentage setting of main window.

Background Color: Transparent color is supported.

Hide Mapviewer Initially: To set whether to hide Mapviewer initially.

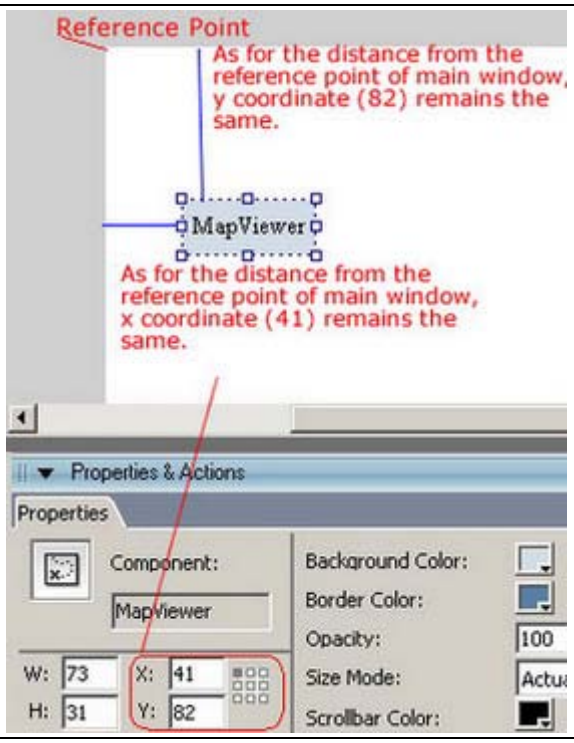
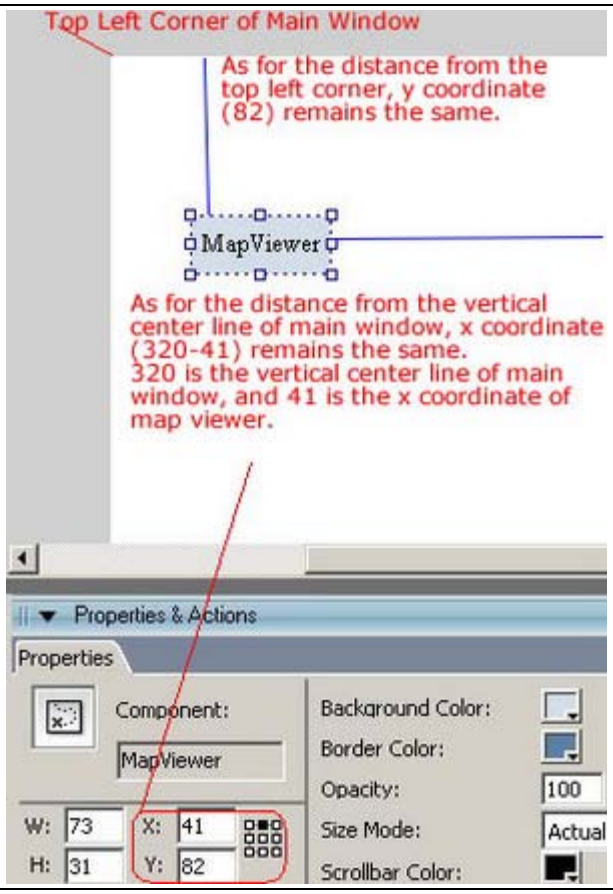
Distinguish Visited/Unvisited Hotspot/Radar (Pro only): To set whether to distinguish the visited and unvisited hotspot/radar. If selected, a hotspot will display as the third-state image of the hotspot when visited or clicked. It will display as normal if not selected.

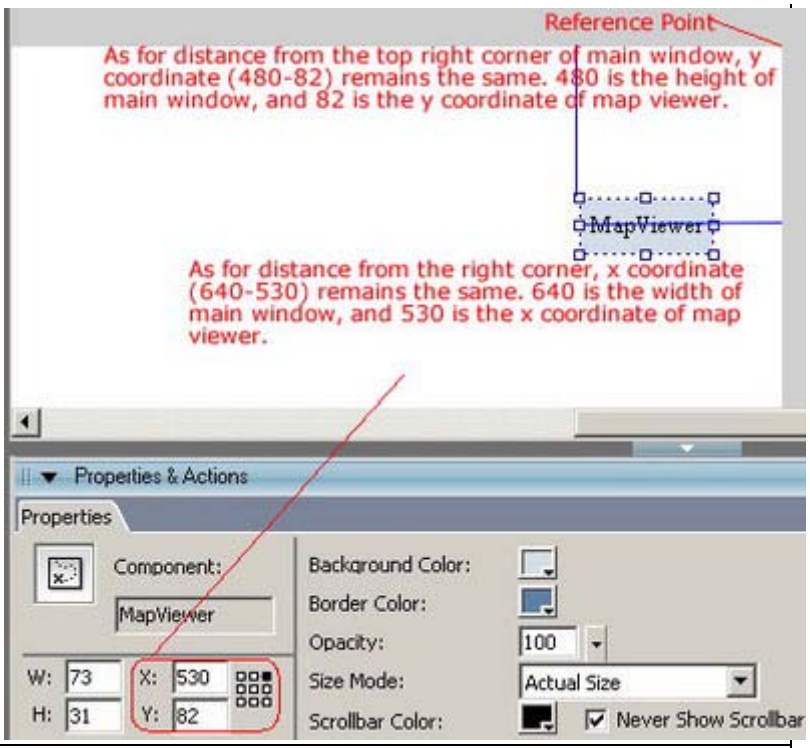
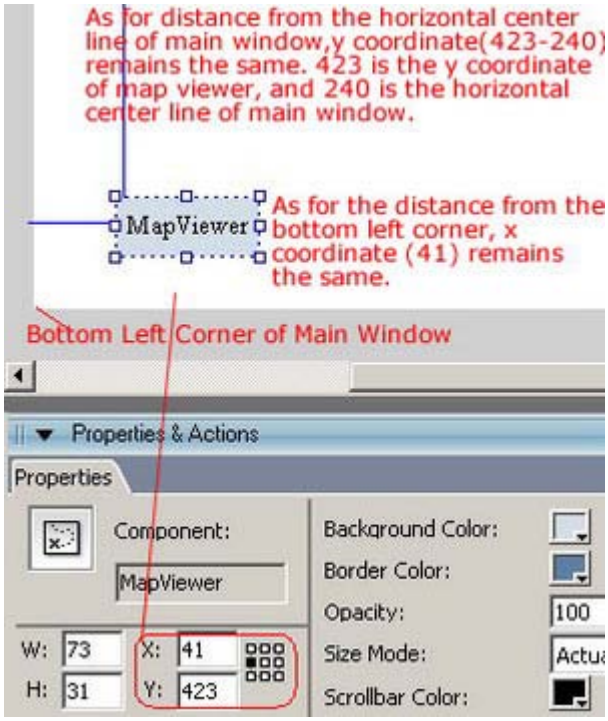
How to anchor Map Viewer on the Main Window?

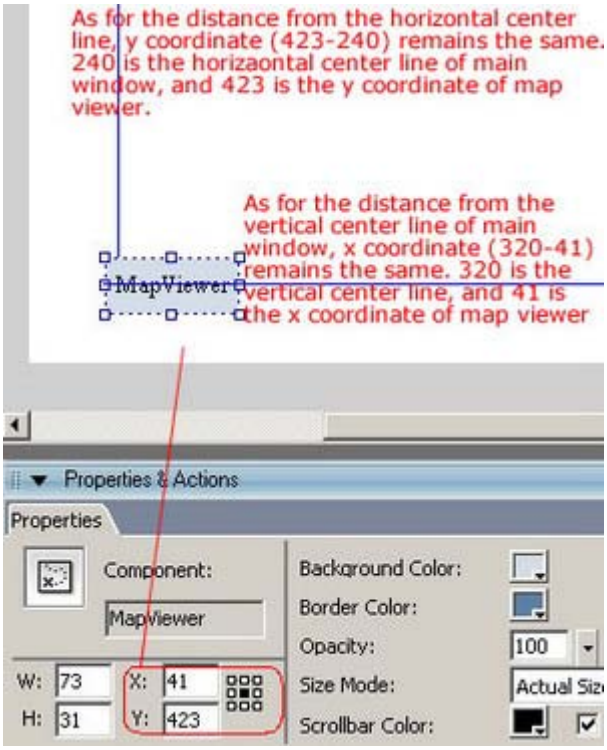
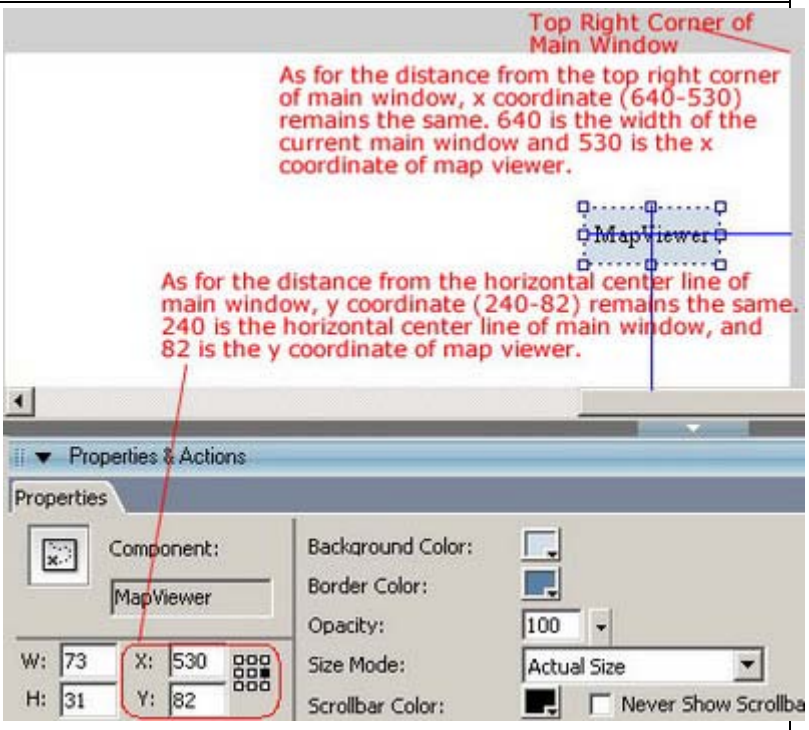
In the Coordinate Grid, verify that one of the squares in the grid is selected as the reference point.

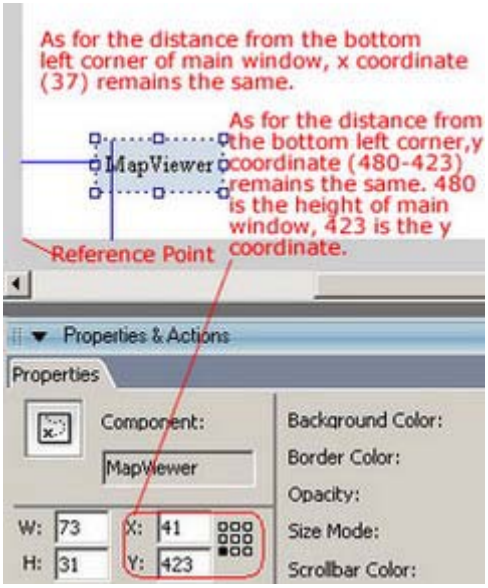
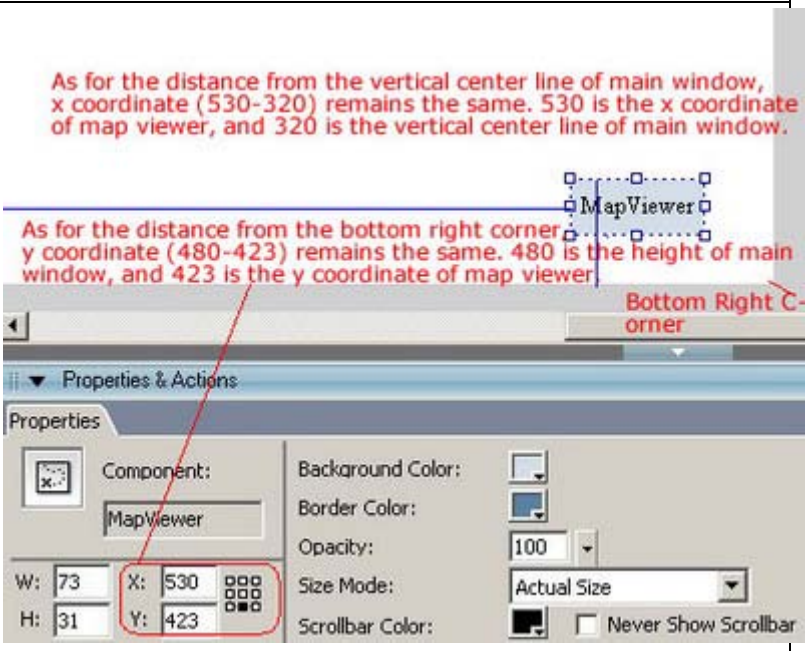
For instance, click the upper-left square in the coordinate grid to select it. The selected square becomes black. When the upper-left square is selected, the X and Y values to the left of the coordinate grid display the location of the upper-left corner of the current selection, relative to the upper-left corner of the Main Window.

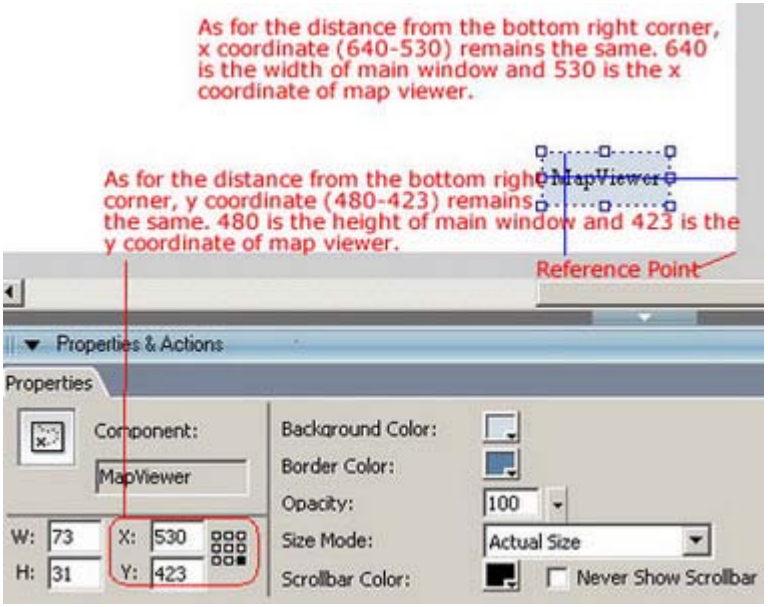
By default, the upper-left square in the coordinate grid in the properties panel is selected. Nine position options are available, see below:

Location	Description	Sample
	Top Left Take the top left corner of the main window as a reference point, and keep x,y coordinates in the same relative position to the top left corner of Main Window.	
	Top Center X coordinate takes the horizontal center line of main window as a reference point, and stays in the same relative position. Y coordinate takes 0 as the reference point and stays in the same relative position.	

	Top Right Take the top right corner of the main window as a reference point, and keep x,y coordinates in the same relative position to the top right corner of Main Window.	
	Left Center Y coordinate takes the vertical center line of main window as a reference point, and stays in the same relative position. X coordinate takes 0 as the reference point and stays in the same relative position.	

	Center Take the center of the main window as a reference point, and keep x,y coordinates in the same relative position to the center of Main Window.	
	Right Center Y coordinate takes the vertical center line of main window as a reference point, and stays in the same relative position. X coordinate takes the width of main window as reference point and stays in the same relative position.	

	Bottom Left Take the bottom left corner of the main window as a reference point, and keep x,y coordinates in the same relative position to the bottom left corner.	
	Bottom Center X coordinate takes the horizontal center line of main window as a reference point, and stays in the same relative position.Y coordinate takes the height of main window as reference point and stays in the same relative position.	

	Bottom Right Take the bottom right corner of the main window as a reference point, and keep x,y coordinates in the same relative position to the bottom right corner.	

How to change size and appearance

1. Select Map viewer on Main Window
2. Modify the relative properties under its properties panel. For more details, please refer to *Change Size and Appearance of Scene Viewer*.

Add, Delete or Replace Map

The supported formats include JPG, BMP and GIF.

Add map

1. Go to List panel>Map tag and click
2. Choose the right image you want to add as a map from image choosing window
3. Click OK

Delete map

1. Go to List panel>Map tag and click the map which you want to remove from map list
2. Then click or press the Delete key to remove that map

Note: In Standard edition, you are limited to adding one map.

Replace map

1. Go to List panel>Map tag and click the map you want to replace
2. Right click your mouse and choose Replace from popup menu

3. Choose the right image you want to use to replace the original one from the dialogue box

4. Click OK. Then the original image is replaced with the new one. But the map name will remain.

Note: In case the old map and the new one are not in the same size, then the location of hotspots and radar on it may change. Hence, you should have some tiny adjustment.

Set Map Properties

Main Properties of Map

Transition Effect: You can set the transition effect when one map switches to another. There are three options: *None, Fade in & Fade out, Blinds* and*Zoom in*. The default value is set to Fade in & Fade out. If you choose *None,* then there will be no transition effect. When Fade in & Fade out is applied, the current map will fade in and the next map fades out. If Blinds is applied, the new map will replace the current one like blinds.

Transition Duration: It's the period used for one map switching to another. The range is from 1 to 20 seconds. The initial value is 2.

How to set map properties

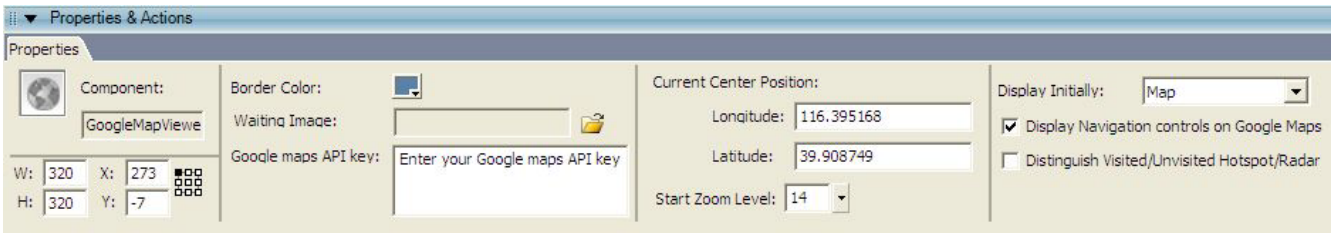
1. Go to List panel>Map tag and click the map you're going to make settings.
2. Then open Properties panel and edit the relative properties of that map.

Add Google Maps

With Tourweaver 6.0, you could include a Google Maps window direct on the viewer, place hotspots or radars on the map and link them to actions Tourweaver provides.

As to how to add google maps, please refer to *How to Add Map Viewer*

Set Google Maps Properties



W / H / X / Y: They could all be adjusted.

Border Color: Refer to *How to Change Size and Appearance of Map Viewer*.

Google maps API key: to use the Google maps services a Google maps API key is needed! Sign Up for the Google Maps API
Current Center Position: The current map position. Display Latitude and Longitude of the current center position.
Start Zoom Level: Initial zoom level, 14 is by default.
Display Initially: There are four options to choose from: *Traffic, Map, Satellite, Earth*. If you'd like to display navigation controls on Google maps, then tick the option *Display Navigation controls on Google Maps*.

Add Hotspot/Radar to Google Maps
Refer to *Add Hotspot/Radar on Map*

Note: map and google maps can be added to scene viewer together, while in full screen mode, only one of the two can be displayed.

Add Actions to Components

Action is one property of a component. It's an event which will be triggered when the component is clicked. You can add actions to these components: Image, Text, Button and Hotspot. Actions can be classified into several groups: *Action for Scene & Movie, Action for Sound, Misc, Action for Window, and Action for Map*. Regarding how to add action to component, please refer to *Set Button Action*.

Multiple Actions are supported **(Pro only)**

- As to four action groups-*Scene & Movie, Sound, Window and Map*, only one action can be added at most from each action group, that means four actions could be added to one component at one time, each action belonging to one of the four groups.
- As to the action group *Misc*, multiple actions from the same group can be added to one component.

Action for Scene & Movie, Sound, Misc, Window and Map

⊡Actions for scene
Actions for scene are listed as below:

Item	Description
Link to scene	Link to a specified scene. When adding this action, a setting window will pop up. You can choose the right scene you want to switch to, transition effect and transition duration. For more, please refer to *Link to other scene*.
Left	To turn left at the scene automatically. As to detailed operations,

	please refer to *Set Button Action*
Right	To turn right at the scene automatically. Operations ditto.
Up	To move upwards at the scene automatically. Operations ditto.
Down	To move downwards at the scene automatically. Operations ditto.
Zoom in	To zoom in the scene. Operations ditto.
Zoom out	To zoom out the scene. Operations ditto.
Forward	Go to the next route of the current scene. Operations ditto.
Backward	Go to the previous route of the current scene. Operations ditto.
Previous scene	Go to the previous scene. Operations ditto.
Next scene	Go to the next scene. Operations ditto.
Stop	To stop the auto-rotation.
Reset	Reset the scene to its initial position.

Actions for movie are listed as below:

Item	**Description**
Play/Pause Movie	This is a toggle action. When it's triggered, it will switch between full screen and revert. For example, you add this action to a button. If the viewer is running tour, after you click this button, the tour movie will be paused; again click the button, the tour movie continues.
Stop Movie	To stop running movie.

⊡Actions for movie

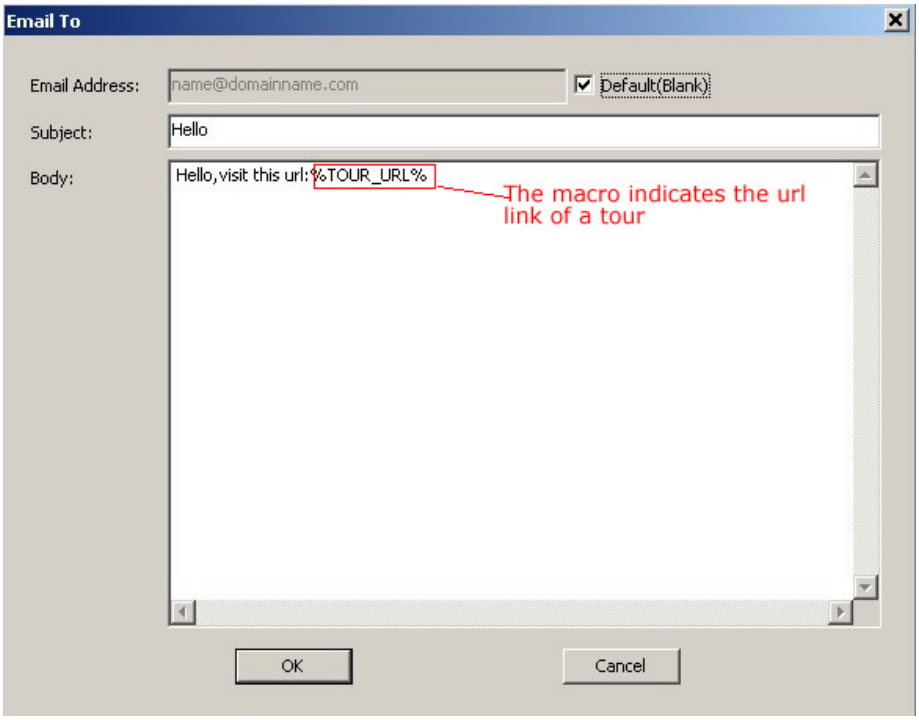
Item	Description
Play/Pause Movie	This is a toggle action. When it's triggered, it will switch between full screen and revert. For example, you add this action to a button. If the viewer is running tour, after you click this button, the tour movie will be paused; again click the button, the tour movie continues.
Stop Movie	To stop running movie.

⊡Actions for sound

Item	Description
Mute/Sound	This action features a toggle property. Stop or play sound. If the sound is running, then when this action is triggered, the sound will be stopped. Otherwise, the sound will be continued.
Play sound	When this action is triggered, the specified sound will be run.

⊡Actions for misc

Item	Description
Pop up	To link to a specified image or flash in a popup window. For more,

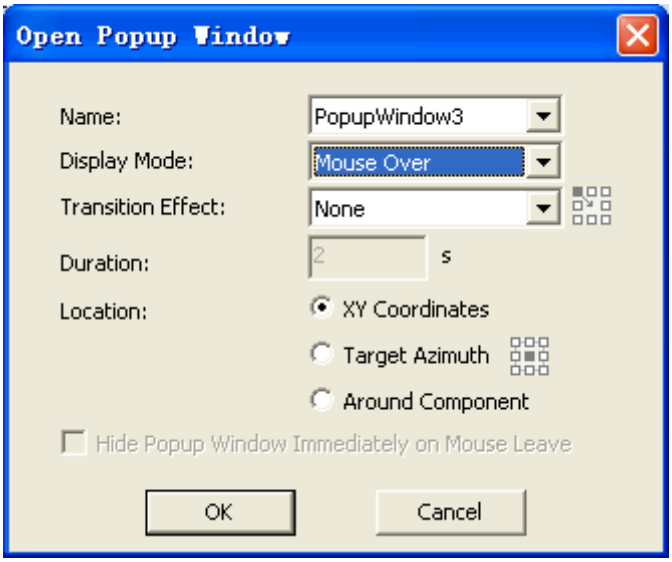
Image	please refer to *link to other image*.
Link URL	To link to a certain URL. Refer to *set text action*. You can also let the link refer to a certain iframe of the webpage by defining the right frame name. For example, you want a button to link to a certain iframe named 'rtop' in an html page. You can first add a button to tour skin and go to its action panel. Add *link URL* to it and make setting as following:
Show Help	To pop up a webpage introducing Easypano Viewer. There are also copyright declaration, help manual and link for downloading viewer in the webpage.
Email To	To send an email to a specified recipient. When this action is triggered, the default email client will pop up. The current virtual tour URL could be typed into the email automatically. Set *Subject*, *Body* of an email as below:  **Note:** *Subject, Body* settings only available in **pro edition**.
Print Page	To print the current scene. When triggered, the system print setting window pops up.
Show/Hide Hotspot	To show or hide a certain type of hotspots. This is an action with toggle effect. For example, you add this action to a button. If a certain type of hotspots is shown, then after you click this button, these hotspots will be hidden; another click on the button will again show these hotspots then.
Execute Script	To execute JavaScript. For example, add a button to the tour skin. Then go to its action panel and add the action *execute script.* Then type the following code: javascript: window.open("http://www.easypano.com"). When running the tour, click this button. The html referring to www.easypano.com will be opened. **Note:** only standard JavaScript functions can be recognized.

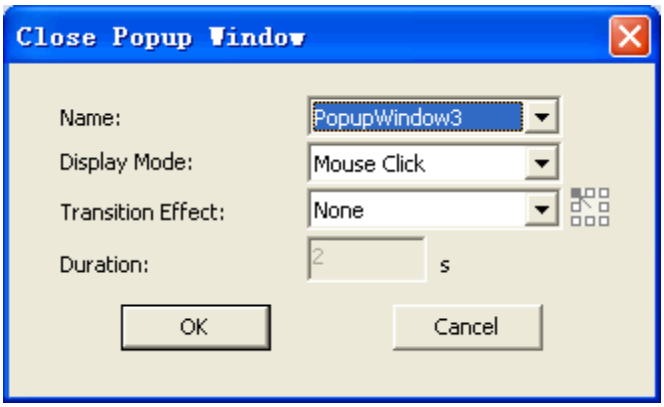
⊡Actions for window

Item	Description
Full screen	To switch from full screen or the original size. It works to Scene Viewer and Map Viewer.
Close PopupWindow	To close the current popup window.
Open PopupWindow	To open the specified popup window and set the display effect.
Show/Hide PopupWindow	To show or hide popup window. This is an action with toggle effect. For example, you add this action to a button. After you click this button, the popup window will be hidden; another click on the button will again show the popup window.
Close PopupWindow	To close the current or specified popup window.

Tip: Multiple actions listed above can be added to one component.

⊡How to Make settings in *Open Popupwindow* dialog box





Name: To specify a certain popup window listed in *List>PopupWindow*.

Display Mode: To set the display mode of popup window. Two options are available: *Mouse Click* and *Mouse Over*.

- If Mouse Click is selected, a popup window will appear when you click the mouse.
- If Mouse Over is selected, a popup window will appear when your mouse over a component.

Transition Effects: The transition effect when switching to a popup window. Four options are available, *None*, *Fade In & Fade Out*, *Blinds*, *Fly* and *Expand/Collapse*.

- Fly transition **(Pro only)**: Slides a popup window in/out from a specified direction.
- Expand/Collapse **(Pro only)**: Toggle between expanding and collapsing at a specified position by clicking.

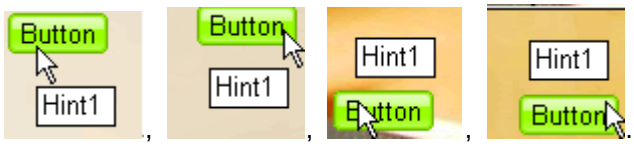
If Fly or Expand/Collapse is selected, becomes active, which indicates a starting position of popup window:

	Top Left
	Top Center
	Top Right
	Left Center
	Right Center
	Bottom Left
	Bottom Center
	Bottom Right

Duration: The period for switching to a popup window. The default value is 2s. And the range is from 1s to 20s.

Location: To set the display position of a popup window.

- **XY Coordinates:** The XY coordinates of the popup window.
- **Target Azimuth:** To specify the popup position in the main window. Nine position options are available (, , , , , , , ,). For example, click on the top left corner of the grid ,the popup window will appear on the top left corner of the main window when opening it.
- **Around Component:** The display location is similar to that of hint:



⊡Actions for Map

Item	Description

Link to map	To link to the specified map in Map viewer. For example, if you're using two different maps in one tour, you can add two tab buttons above the map viewer. For each button, add *link to map* action to it so that the two buttons can refer to the two maps.
Left	To turn left at the map
Right	To turn right at the map
Up	To move upwards at the map
Down	To move downwards at the map
Zoom in	To zoom in the map in map viewer.
Zoom out	To zoom out the map in map viewer.

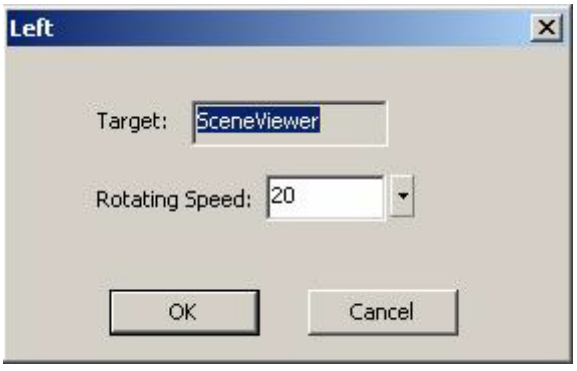
How to Add Actions to Components

After you add a button onto Main Window, you have to add an action to it; otherwise, no event will be triggered when clicking this button.

How to set button action

Select the button on Main Window

1. Click Action tag from Properties and Action panel
2. Choose Scene>Left from action list
3. Click
4. Make relative settings on popup window like Rotating Speed (20)



5. Click OK. Then an action to turn left is added to this button.

Note: The button in Tourweaver 1.30 carries default action while in Tourweaver 6.50 you have to add action manually to button.

Refer to *Add Button* for more info.

Set text action is to add a triggered event to Text. For example, you can add a link to certain text.

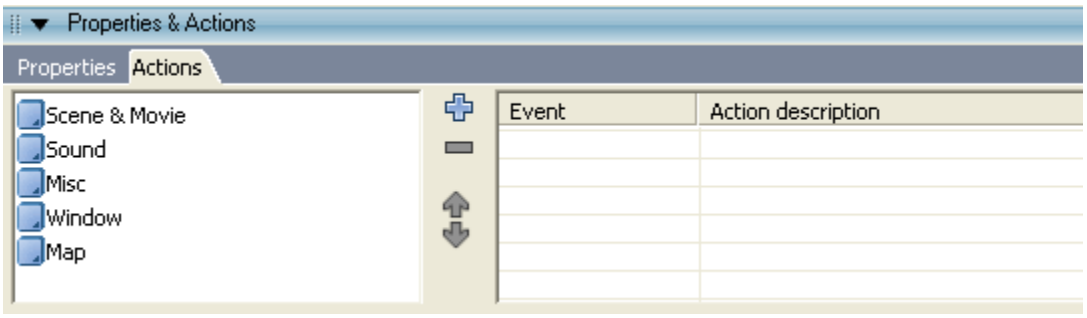
⊡How to set text action

1. Add a Text component to Main Window and select it
2. Choose Action tag from Properties and Action panel
3. Select Misc>Link URL from action list
4. Click
5. Set relative link on the popup window like http://www.easypano.com

6. Click OK

Refer to *Add Text* for more info.

When you add an image component on Main Window, you can also add an action to the component.

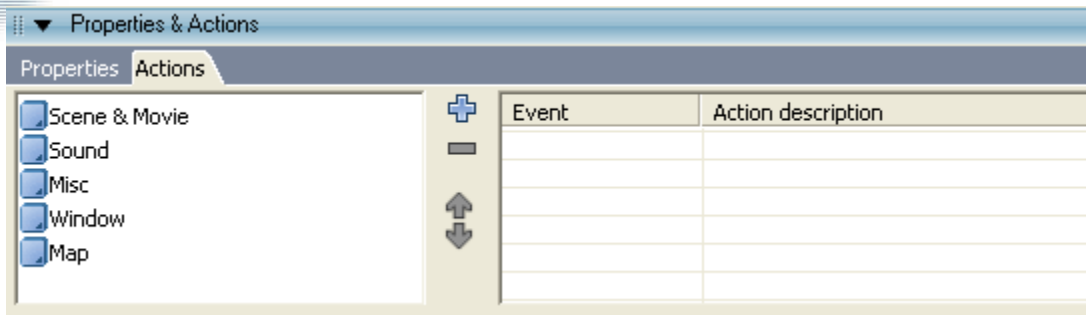


⊡How to set action for image

1. Select the image component which you're going to set on Main Window
2. Choose Action tag under Properties and Action panel
3. Select Scene>Link to Scene from action list
4. Click
5. Make relative settings in the popup setting window like choosing scene1 for Scene as shown below:
6. Click OK. The action Link to Scene is added to the image component.

Refer to *Add Image* for more info.

When you add a video component on Main Window, you can also add an action to the component.



⊡How to set action for video component

Take adding Link URL as an example.

1. Add a Video component to Main Window and select it
2. Choose Action tag from Properties and Action panel
3. Select Misc>Link URL from action list
4. Click ✚
5. Set relative link on the popup window like http://www.easypano.com

6. Click OK

Refer to *Add Video* for more info.

⊡How to set action for flash component

1. Click button, then click on the scene or window you want to add it to, the flash component will be added successfully.
2. Click *Action* tag, then the Flash Actions panel will appear.
3. Select actions from the actions panel and click ✚button. Make settings in the popup dialog box and click *OK* to add the actions.

Refer to *Add Flash* for more info.

For setting actions for hotspot/radar, please refer to *Switch to Other Scene* and *Link to Other Image*.

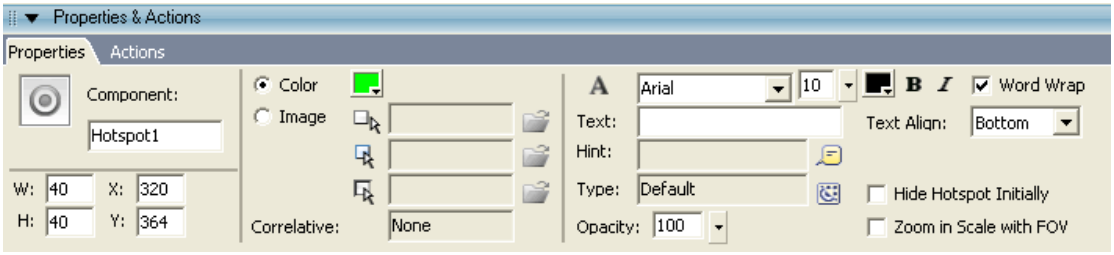
Add Hotspot/Radar

Hotspot is the area defined in an image possessing an acting link. You can add hotspot to scene or map, and add hyperlink or multiple actions to it. When this hotspot is clicked, these actions on it will be run automatically like switching to other images, running sound, linking to certain URL, or executing other operations provided in the software.

Radar is actually a hotspot which contains a specified action to indicate the position and direction of the panorama in map. You can add hotspot to scene; or add hotspot/radar to map.

Tip: Copy and paste hotspots or flash components between scenes; Copy and paste hotspots, radars or flash components between maps.

⊡Hotspot Properties panel

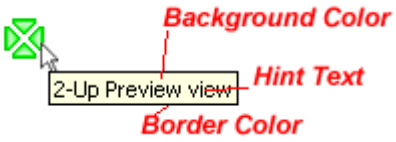


Color: Tourweaver 6.50provides a default style for three states hotspot. So if you set a certain color for hotspot, there will be three states of this hotspot generated automatically. For example, if you've set '00FF00' as the hotspot color, then the three states of this hotspot are as below:

Hotspot on Scene	Hotspot on Map
Normal Over Down	Normal Over Down

Image: You can also customize the hotspot image by importing three images for the three states of the hotspot. Each hotspot possesses three states including normal state, over state and down state. When you select xx_1.jpg as the image for normal state, the program will search xx_2.jpg and xx_3.jpg in the same folder automatically. And add them as the images of over state and down state. Therefore you may use the same prename for the three state images like xx_1.jpg, xx_2.jpg and xx_3.jpg to save your time when importing them.

Hint: The text will be the scene name which is linked to as default. But you can replace it by your own. You can also set font, size and color for the text. What's more, the hints will change if you change the relative scene which is linked to. Hint supports text, image and SWF file.



Type: You can define hotspot type like scene hotspot, sound hotspot, etc. You can show or hide a certain type of hotspot by using "Show/Hide Hotspot".
Opacity: Refer to *Set Textarea Properties*.
Text: If you want to get a text hotspot or a text-image hotspot, please type the text here. You can also set font, size, align, etc for the text.
TextAlign: Set align style for hotspot.

Note: When you apply a text-image hotspot, you can adjust their positions by *TextAlign* under Properties panel.

Correlative Scene: After you add Link to Scene action to hotspot, the relative scene name will be shown here.
Wordwrap: If selected, there will be multiple lines.
Hide Hotspot Initially: To set whether to hide the hotspot initially or not.
Zoom in Scale with FOV: Hotspot can automatically zoom with the same scale FOV is zoomed to.

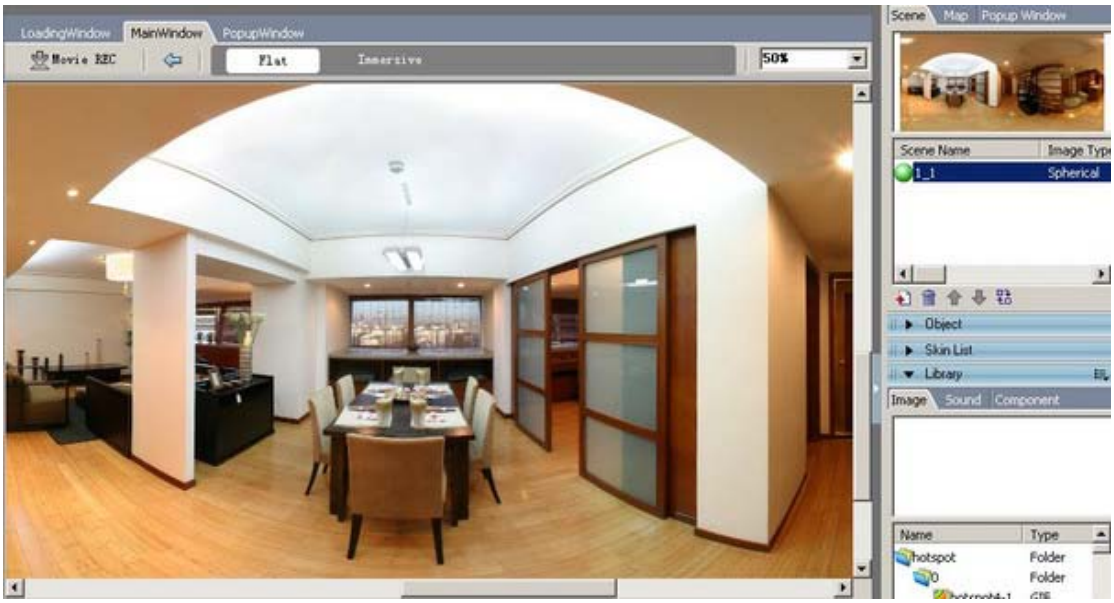
Radar Properties panel is shown at *Appearance Setting* of radar section.

Add Hotspot on Scene

To make virtual tour more interactive, you can add multiple hotspots on scene. For example, if you want to associate different scenes more closely, then you can add several hotspots linking to other scenes. What's more, you can also add hotspot to link to a popup image by adding *pop up image* action to it. You can find this action in *Misc*, see *Pop up Image* in *Misc*.
Tips: To add hotspot on scene, please double click the scene viewer. There are two views when adding hotspot, *Flat* and *Immersive*. After you adjust the hotspot under Flat view, you can switch to Immersive view to have a preview of the effect. What's more, you can also adjust the initial value of pan, tilt and FOV of the panorama in *Immersive* view with a WYSIWYG effect.
Hotspots can also be added to maps, see *Add Hotspot to Map*.

⊡How to Add hotspot on scene
1. Go to scene tag under List panel

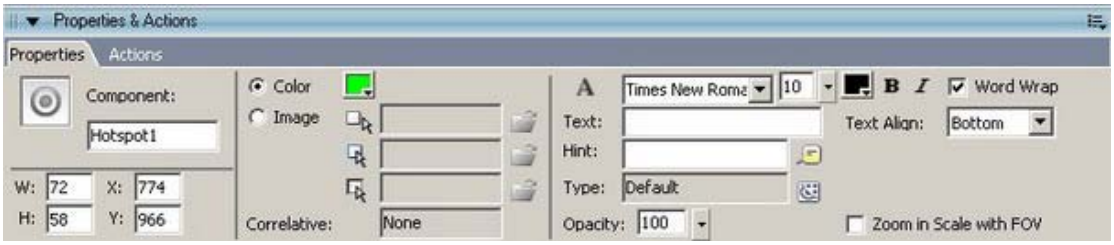
2. Double click the scene on which you want to add hotspot. Then this scene is displayed in Scene Viewer



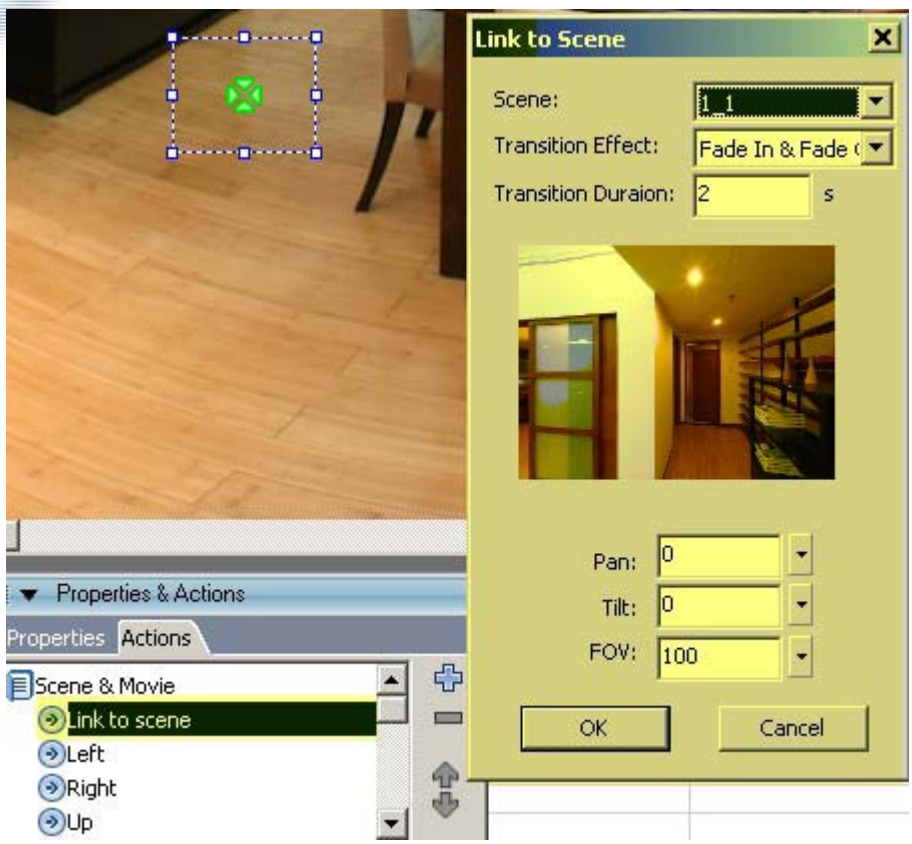
3. Click Toolbox and select hotspot

4. Go to scene viewer and place the hotspot onto the scene

5. Set hotspot appearance under its properties panel



6. Add relative actions to the hotspot like Link to scene or Pop up Image



Tips: There are two views when adding hotspot on scene, Flat and Immersive. After you adjust the hotspot in Flat view, you can switch to Immersive view to have a preview of the effect. What's more, you can also adjust the initial value of pan, tilt and FOV of the panorama in immersive view with a WYSIWYG effect.

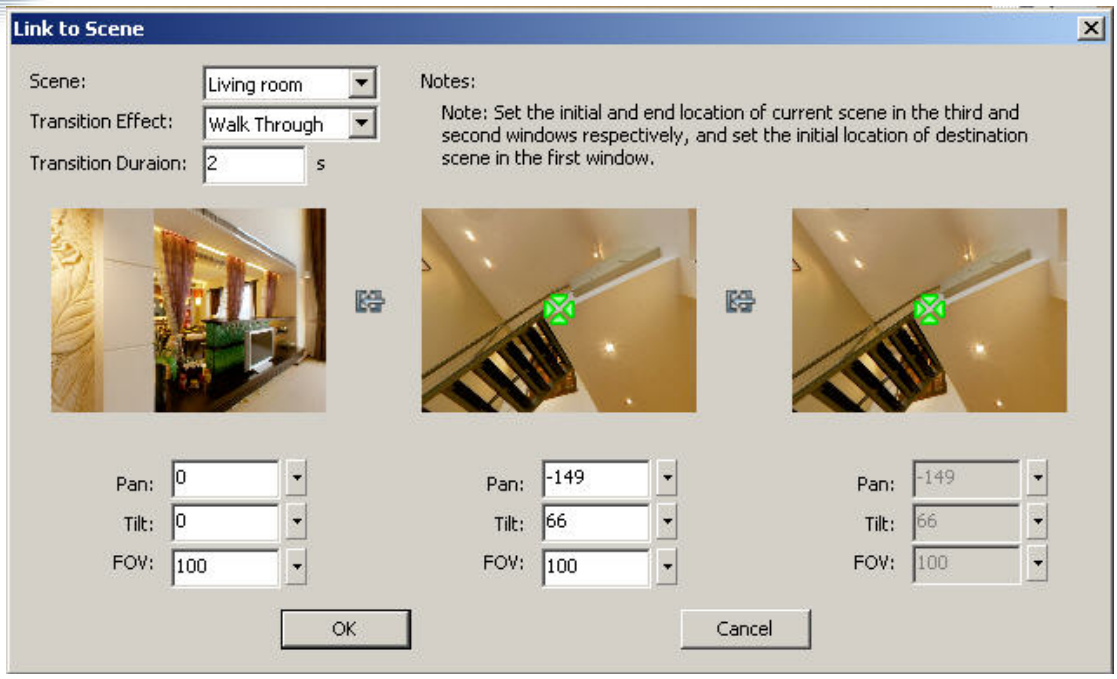
⊡Switch to Other Scene

When adding *Link to scene* to scene hotspot, you can make settings to link to other scene and the relative transition effect by the setting window which is as below:

Scene: The target scene which is to be switched to.

Transition Duration: The period for switching from one scene to another. The default value is 2s. And the range is from 1s to 20s.

Transition Effect: The transition effect when switching from one scene to another. If Walk through is selected, you can see the following setting window and you can customize the effect.



- In the first window, you can adjust *Pan, Tilt* and *FOV* of the target scene and set the target position of object scene when switch by hotspot.
- In the second window, you can adjust X, Y and Zoom Level which are for the ending position of the current scene.
- In the third window, you can't adjust the parameters which are for the starting position of the current scene.

By such settings, you will feel as if you're walking through the scene when hitting the hotspot.

⊡Link to Other Image

You can add *Pop up Image* action to Hotspot. After this action is added to hotspot, when clicking on the hotspot, the relative image will be shown in a popup window right beside the mouse. The setting window is shown as below:

Tourweaver 6.50 supports not only bmp, gif and jpg formats, but also flash file like **swf** format.

- Choose the right image you're going to show in the popup window.
- Set popup window size. You can choose Image size which is in the same size with the selected image. Or choose Customized and define the width and height of popup window as you want.
- What's more, you can also customize the appearance of popup window via Appearance setting like title bar, window background color, etc.
- Also you can specify the popup position by Location setting.

Tips: For flash popup image, you may ceate more interactive effect. Like multiple tabs in one popup image.

Note: In flash viewer, the popup image window has the zoom in/zoom out effect.

Add Hotspot/Radar on Map

There are two kinds of hotspots which can be added to map, hotspot and radar. To add hotspot on map is similar to adding hotspot on scene while the settings are a little different. For more, see *Hotspot*. You can switch to other scene by it. You can also add radar on map and synchronize the radar sector with scene so that the radar can indicate the position and direction of scene on map. For more, see *Radar*.

Add Hotspot to Map

1. Double click the map to which you're going to add hotspot from *Map* tag under *List* panel
2. Click *hotspot* from *Toolbox*
3. Move the mouse to map viewer and click the map to place that hotspot
4. Set hotspot appearance under its properties panel
5. Add actions to hotspot like *Link to scene* and *Pop up Image.*

Add Radar to Map

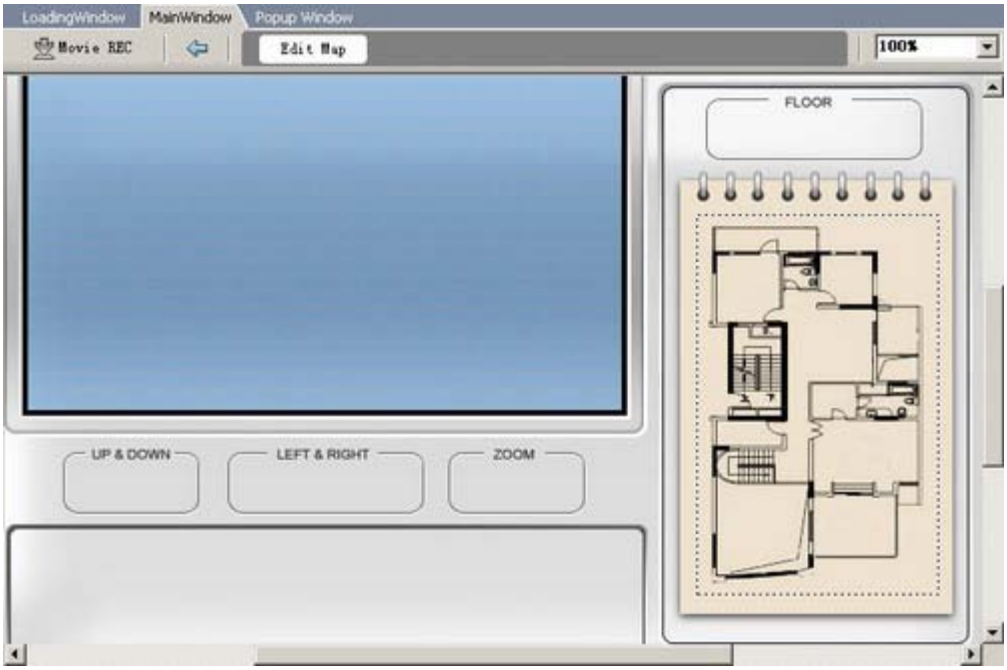
Tourweaver provides radar to refer the current direction of the rotating panorama. You can set radar to synchronize with a panorama so that when the tour run, a scanning area will rotate with the panorama. The result is shown as below:

The radar in Tourweaver 6.50 is similar to the *compass* in Tourweaver 1.30. But radar is more powerful. It can not only synchronize with panorama, but also with still image. What's more, you can also customize the shape, area and angle of radar by yourself.

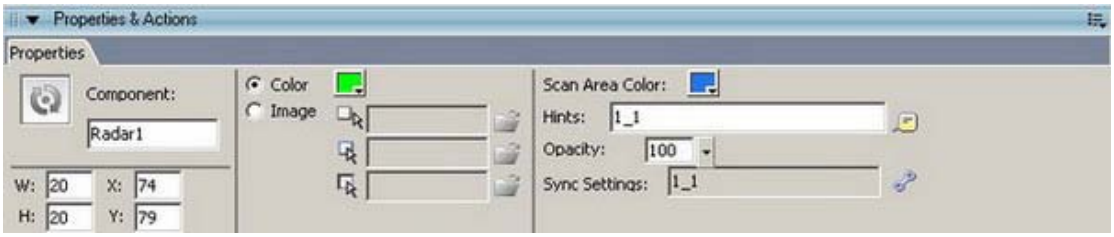
To add radar on map, please follow the steps below:

1. Double click the map which you're going to add radar from *Map* tag under *List* panel.

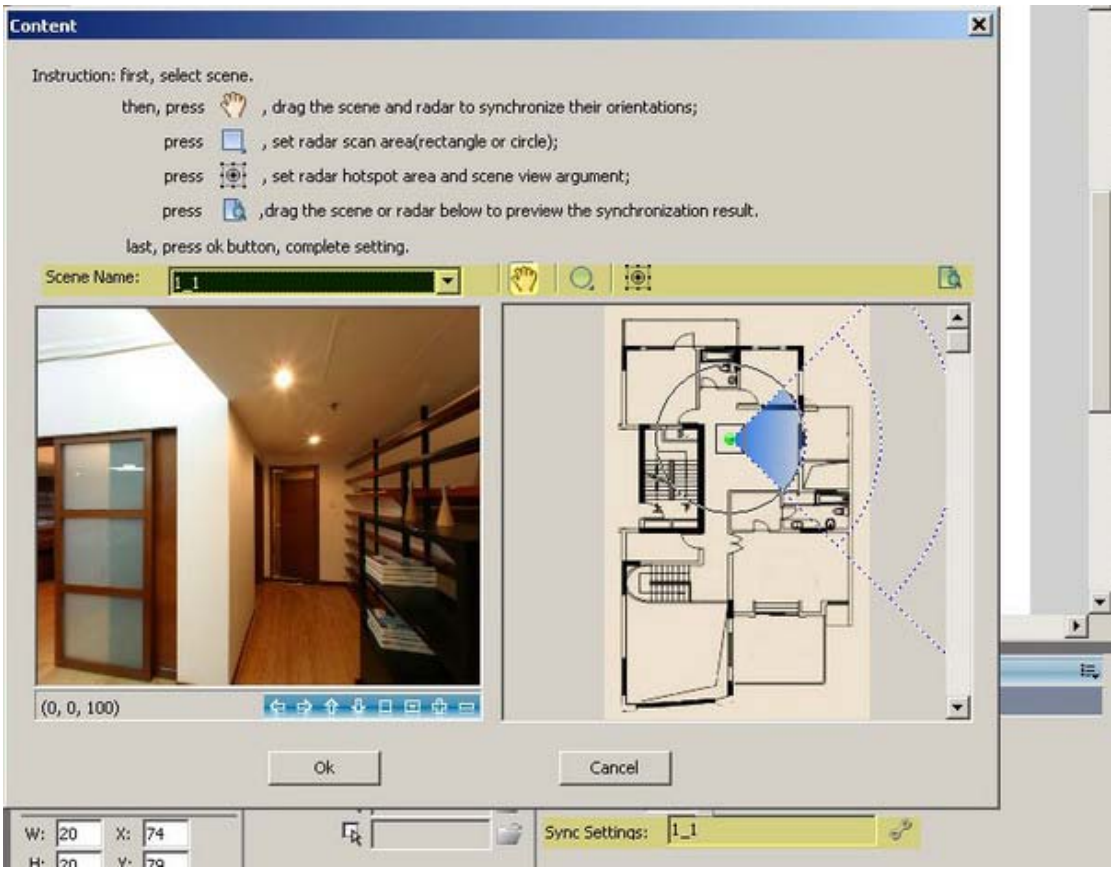
2. Then this map will be shown in *Map Viewer* where you can edit the map.



3. Click *radar* from Toolbox and click the map to place that *radar* component.
4. Set its appearance or make other settings under radar properties panel.



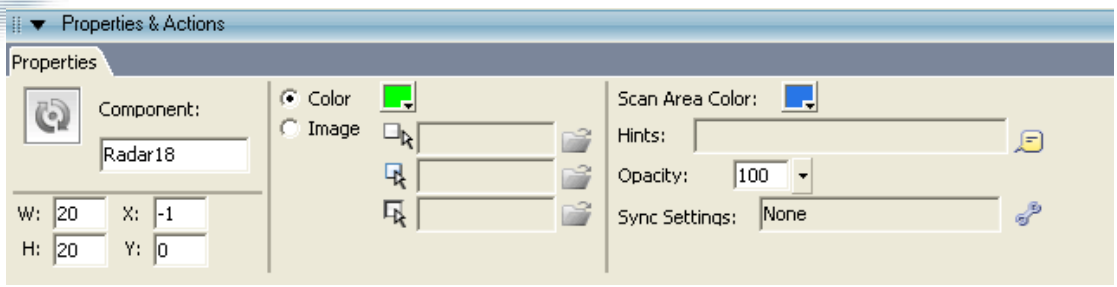
5. Synchronize the radar with a certain scene and set the scanning angle and initial values
(See *Synchronization Setting* for details on how to set synchronization).



Note: In Tourweaver 6.50, the scan area of radar can be hidden by setting background color as transparent.

Appearance Setting of Radar

Set Radar appearance by its properties panel which is shown as below:



Color: If you don't want to use image as the appearance of radar, you can set color for it.

Image: There are three images for the three states of radar: normal, over and down.

Scan Area Color: Set the color of the radar scanning area, transparent color is supported.

Hints: The text will be the scene name which is synchronized with as default. But you can replace it by your own. You can also set font, size and color for the text. What's more, the hints will change if you change the relative scene which is synchronized with.

Tip: Hints support text, image and SWF file. Refer to hint in *Set Button Properties*.

Opacity: Refer to *Set Textarea Properties*.

Synchronize Settings: Set radar to synchronize with scene, position of radar, size of hotspot area, shape and size of scanning area, etc.

Synchronization Setting

By clicking the synchronization setting button from properties panel, you can make radar synchronize with scene. You can also make other settings like the size of hotspot area, the shape and size of scanning area. This synchronization contains synchronization with panorama and synchronization with still image.

Click synchronization setting button under *Radar* properties panel and you can see a pop-up setting window as below:

Scene Name: Select the scene which you're going to make synchronization

: Drag the scene to a certain position in left window; drag the indicating direction of radar to let it synchronize with the scene.

: To set the shape and size of scanning area. The scanning area is the scope where the radar scanning can reach. You can define the area as a rectangular or a round.

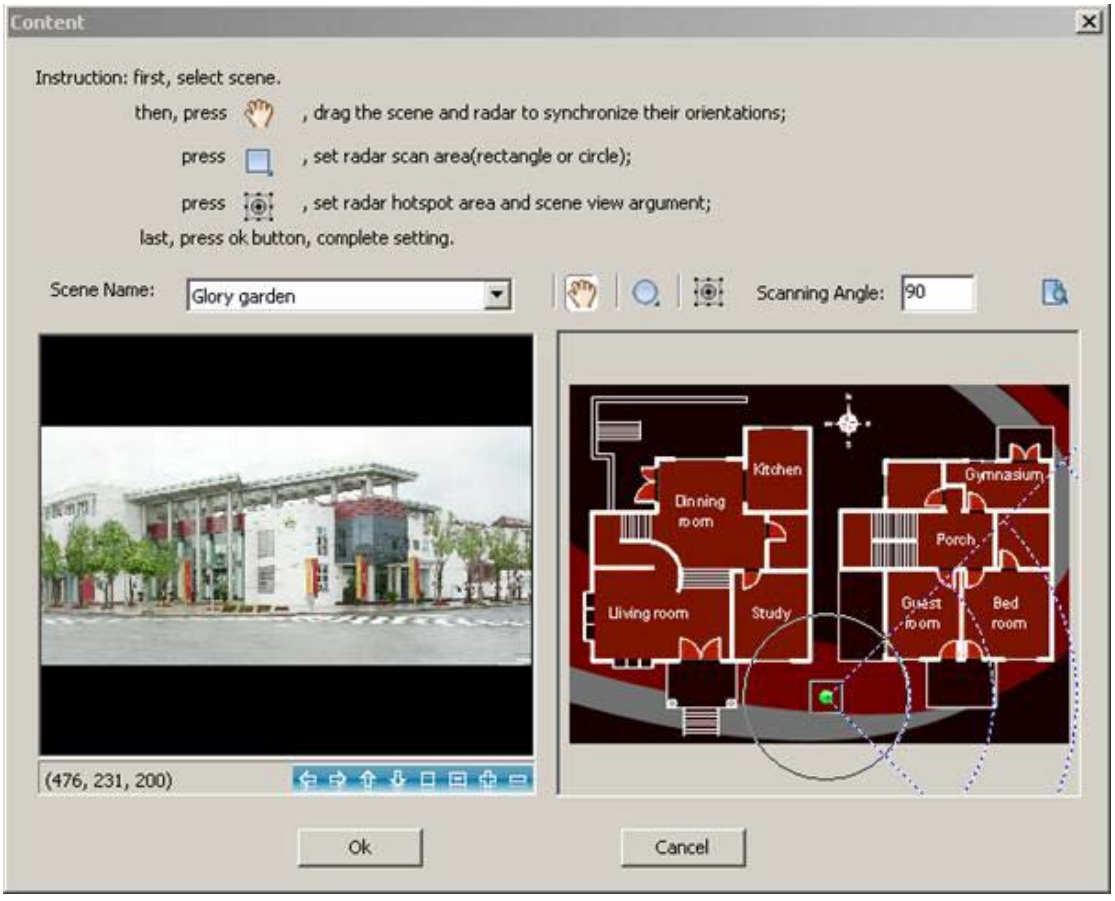
: Set scene parameters and hotspot area of radar.

Note: In old version of Tourweaver, only synchronization with panorama is supported while in Tourweaver 4.00 and 5.00, synchronization with still image is featured.

⊡Synchronize with Panorama

1. Choose the panoramas which you want to make synchronization from the scene list
2. Press and drag the scene to a certain position in left window; drag the indicating direction of radar to let it synchronize with the scene.
3. Press to set the shape and size of scanning area
4. Press to set scene parameters and hotspot area of radar. Drag the scene to a certain position and set its FOV so that when the radar is clicked, you will see the scene with this FOV. Set hotspot area for radar at right side. The area inside the blue broken line is the hotspot area which is shown below. When the mouse clicks in this area, radar will be triggered to link to specified scene.

⊡Synchronize with Still Image



1. Choose the still image which you want to make synchronization from the scene list
2. Press and drag the radar sector to make it refer to the direction where the still image is; and type the angle value for the scanning sector.

3. Press to set the shape and size of scanning area
4. Press to set the hotspot area for radar
5. Type the right value of Scanning Angle

⊡Preview

You can preview the result of synchronization setting by clicking .
After preview, click *OK* to finish the synchronization settings.

Add Button

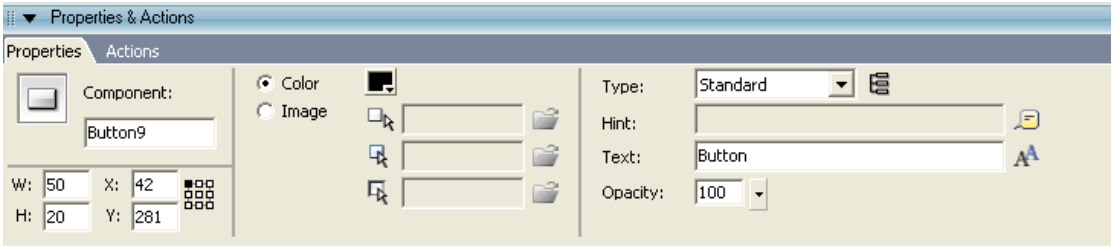
Button is the component to control running of scene and map. For example, you can use a button to control the left turning or right turning of scene.

⊡ How to add button

1. Click Button from Toolbox.
2. Click the blank part of Main Window to place the button.

⊡ Set Button Properties

You can set button properties by its properties panel.



Coordinate Grid (Pro only): Refer to *Change Size and Appearance of Map Viewer*>How to anchor Map Viewer on the Main Window?

Color: Tourweaver 6.50 provides default style for three states Button. You will only need to set button color to get a button with three states which are shown below:

Image: You can also customize the button appearance by importing three images for the three states of the button. Each button possesses three states including normal state, over state and down state. When you select xx_1.jpg as the image for normal state, the program will search xx_2.jpg and xx_3.jpg in the same folder automatically; and add them as the images of over state and down state. Therefore you may use the same prename for the three state images like xx_1.jpg, xx_2.jpg and xx_3.jpg to save your time when importing them.

Note: If you only want to show a button area, please don't import any images.

Type: In Tourweaver 6.50, there are three kinds of buttons: *Normal*, *Toggle* button and *Tab* buttons. When you add a button, you should select the right type for it by this item. If you choose *Tab* button, there would be a group button appearing in the setting window. You are required to select the relevant button group for this tab button. The following is the detailed description for *Toggle* button and *Tab* button.

Toggle Button

Toggle button contains two states. Each time you click the toggle button, it will switch between the two states. Mute, Play/Pause, Move Map and Show/Hide are all with toggle effect. Take *Play/Pause* button as an example, if the movie is running, then click on this button and movie will be paused. And the button state will switch from pause to play. And another click on this button, the movie will run again and the button state becomes pause.

The movie is running and the button is at pause state.	The movie is paused and the button is at play state.

Tip: These actions like mute, play/pause, move map, show/hide hotspot are all for toggle button.

Tab Button

Tab buttons are a group of buttons which feature tab effect. In one tab button group, only one tab button can be selected and this selected button will be high-lighted. The other buttons in the group are in Normal state. For example, you can use a group of tab buttons to link to multiple maps. When you click one of the maps, the relative tab button which is corresponding to the map will be high-lighted. Then your clients can easily know which map is now running in the Map viewer.

Therefore, when you define a button as a tab button, you have to select a group for it. The setting window is shown as below:

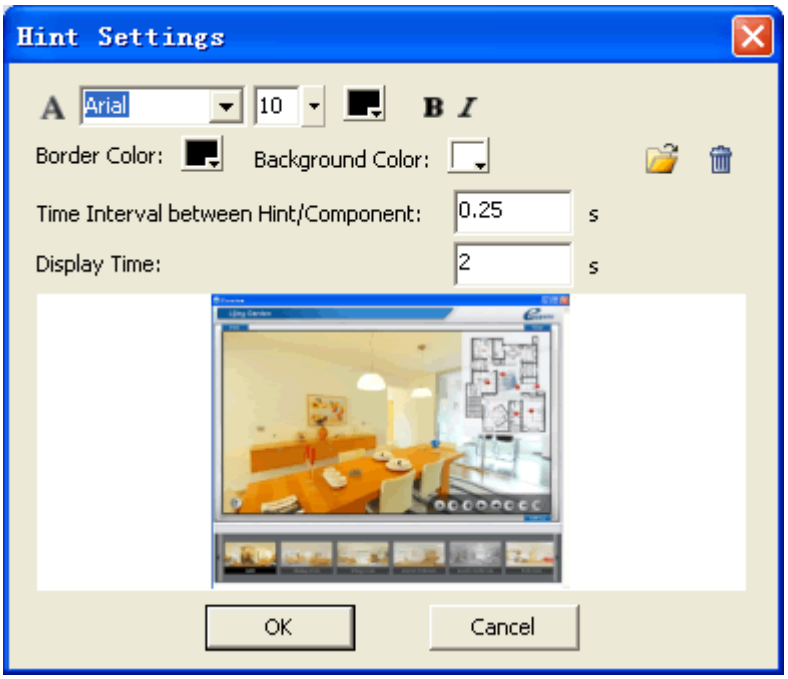
: To add a new tab button group

: To delete a tab button group

These buttons in the same group feature a tab group effect. That is only one button in the group can be selected and high-lighted.

Button *map1* is clicked and Map 1 is shown	Button *map2* is clicked and Map 2 is shown

Hint: If you want some hints to appear when putting mouse over the button, you can input the tips here; and you can also customize *font, size, Background Color, Border Color, align, Word Wrap* etc in the popup dialog box as below. Hint supports text, image and SWF file.



Button with hint:

Item	Description
Font	Set font, size, color, bold and italic of Tooltips
Background Color	Set tooltips background color
Border Color	Set tooltips border color
Time Interval between Hint/Component	When your mouse over a component, after the setting time, the hint will appear.
Display Time	The hint will hide automatically after the setting time.

Note: There are two display modes for the button hints in Tourweaver 6.50, displaying randomly when mouse over each button or displaying via TextArea at a fixed position and the button hints in this situation can be all in one TextArea. If you choose the second display mode, then you need to customize font, size, Background Color, Border Color, align, Word Wrap etc. in the *TextArea* properties panel, not in the *Button* properties panel.

Text: If you only want to show text on Button like

, please input the text you want to show. You can also customize button by font, size, color, bold, italic, align. Input text in the Text blank.

Opacity: Refer to *Set Textarea Properties*

For adding action to button, please refer to *Set Button Action*

⊡Day To Night type button

This type is used switch between a daytime view and night time view of the same location. You also need to use special names for the daytime scene and night time scene. For details, please refer to Add and Delete Scene

Add Speed Controller

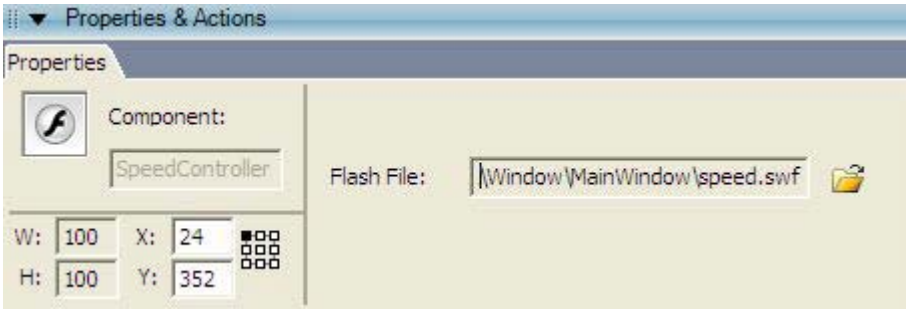
Speed Controller is the component to adjust the rotation speed of scenes.

⊡How to add speed controller

1. Click *speed controller* from Toolbox.
2. Click the blank part of Main Window to place it.

⊡Set speed controller Properties

You can set speed controller properties by its properties panel.



Flash File: You could replace the flash file with your customized one in the root directory folder "resource" of program.

Add Text and TextArea

If you want some text information like your contact information, some brief introduction of scenes to appear on virtual tour, you can use text component.

Tourweaver 6.50 provides Text and TextArea to help you present text on virtual tour.

Refer to *Text* and *TextArea*

Text

Text is the component to show fixed text information on Main Window. Once you decide the text content, then it will remain unchanged on virtual tour. Furthermore, the text content will be exported together with the tour skin. You can add an action to Text like a link to your website.

⊡ How to add Text

1. Click *Text* button from Toolbox
2. Place the component by clicking Main Window

⊡ Set Text Properties

You can set *Text* properties by its properties panel

Coordinate Grid (Pro only): Refer to *Change Size and Appearance of Map Viewer*>How to anchor Map Viewer on the Main Window?

WordWrap: Whether word wrap is allowed. When it's selected, then multiple text lines used; otherwise, single line used.

Link color/ Visited links/ Active links: When an action is added to text, the three states text color (normal, over, down)

Underline Style: The way how the underline is shown. There are three options: *AlwaysUnderline, HoverUnderline* and *NeverUnderline*. If AlwaysUnderline is selected, then the underline will always be shown; if HoverUnderline is selected, the underline will only be shown when mouse over or down; if NeverUnderline is selected, the underline will never be shown.

Tip: Manual input and Return key are supported for font settings. Ctrl+A can be used to select all the text set in Text.

TextArea

TextArea is the component to show text infomation of Scene, map or movie dynamically. For example, when scene1 appears in SceneViewer, the textarea will show brief introduction of scene1; while scene1 switches to scene2, then textarea will also change with it and display the introduction of scene2.

⊡How to add TextArea

1. Click *TextArea* from Toolbox
2. Click Main Window to place this *TextArea* component

Tip: FLV and SWF is supported in TextArea content

⊡The difference between TextArea and Text

The content in Text component is fixed. Once it is set on Main Window, then it will never change. And it will be exported with the tour skin. While the text content in TextArea is dynamic. It will change with the change of scene, map and movie. It can't be exported with tour skin.

⊡Set *TextArea* properties

Coordinate Grid (Pro only): Refer to *Change Size and Appearance of Map Viewer>How to anchor Map Viewer on the Main Window?*

Background color: The background color of textarea

Border color: The border color of textarea

Opacity: Opacity refers to the amount of transparency a layer has. For instance, if a layer's opacity is set to 100%, then that layer is completely opaque (in other words, you can't see through it). If a layer's opacity is set to 50%, then it is see-through, or moderately transparent, and layers behind it can show through. On the other end of the scale, if a layer's opacity is set to 0%, then that layer is completely transparent (that is, invisible).

Align: Left/Center/Right.

List Values: The text which is shown in textarea. Scene/map/movie description and the hints of components like button, hotspot or radars could be shown in textarea.

Source: To show the type of the content, including *None/Scene/Map/Movie/Component* Hint.

⊡What is *value*?

Value is the text which is to be shown in *TextArea*. Since the content in TextArea is changed with the change of scene, map or movie, you should define a source and detailed content for each item by specifying this Value.

Source: To select the source, for which the Textarea will display the relative content. There are four sources: *None, Scene/Map/Movie Description,Component Hint*.

Item	Description
None	When choosing this as the source value, *TextArea* is the same with *Text*.
Scene	The content in TextArea will differ with different scenes.
Map	The content in TextArea will differ with different maps.
Movie	The content in TextArea will differ with different movies.
ComponentHint **(Pro only)**	The content in Textarea will differ with different components, like button, hotspot, radar.

⊡How to set value

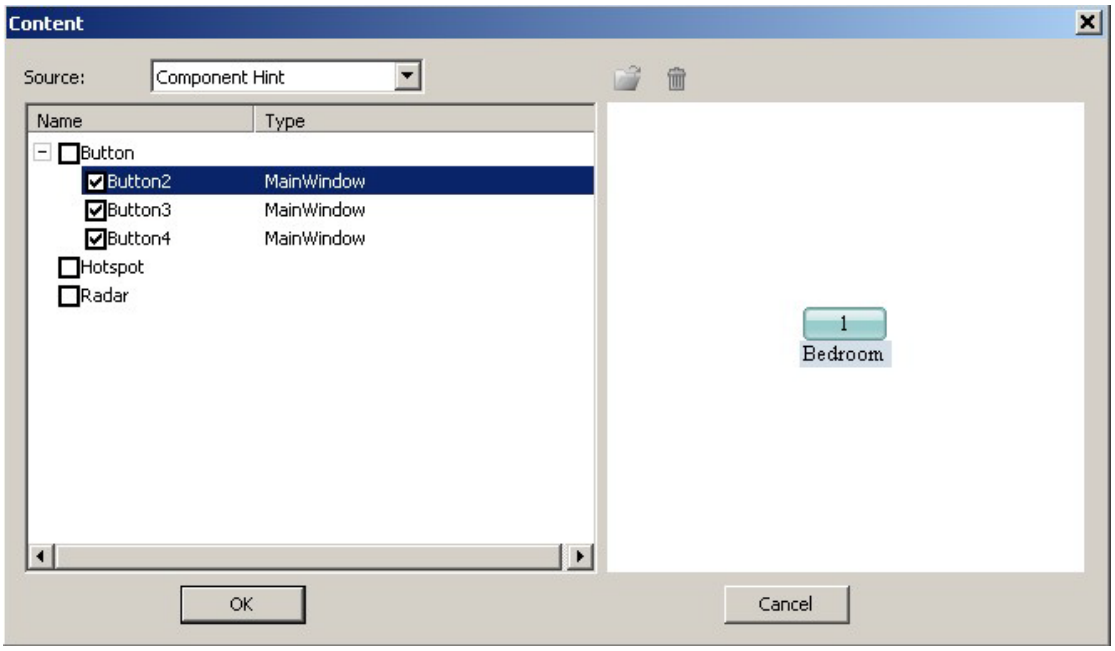
1. Select *TextArea* on Main Window
2. Click from *Properties* panel
3. Choose relative source like *Scene* from *Source* list
4. Select a certain scene image from the list at right side
5. Input text directly in the blank at right side or click to import text or image file.
6. Click OK.

Tip: Ctrl+A can be used to select all the text set in *TextArea*.

⊡How to set list values for component hints like button, hotspot or radar

Take Button for example

1. Input hints in the properties panel of buttons.
2. Add *TextArea* on Main Window
3. Go to the properties panel of *Textarea* and customize font, size, align ect. for the hints of button.
4. Click from Properties panel of textarea.
5. Choose relative source *Component Hint* from *Source* list
6. Select the buttons that you want to display hints in the *Textarea*.



7. Click *OK*.

Note: If you have already imported images, then you can't input any text; or if you've input or imported text, then if you import other images, the text will be replaced.

What's more, when the current skin is replaced, the text value in the current Textarea component will be applied to the new Textarea on the new skin.

Refer to *Set Text Action*

Add Controllers and Compass

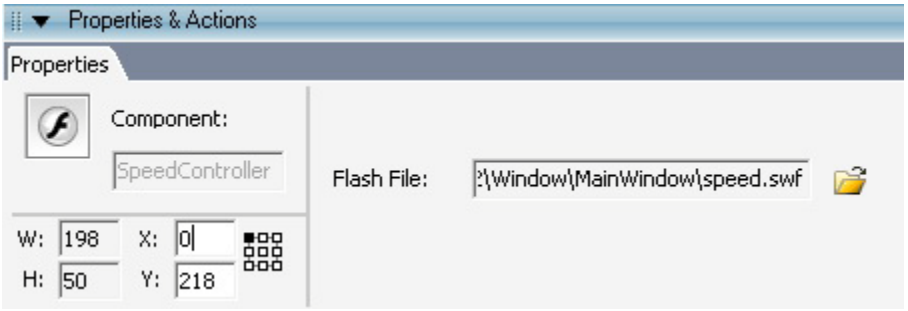
Learn how to use Speed Controller, Sound Controller and Compass here.

⊡How to add speed controller

Speed Controller is the component to adjust the rotation speed of scenes.

1. Click *speed controller* from Toolbox.
2. Click the blank part of Main Window to place it.

You can set speed controller properties by its properties panel.



Flash File: You could replace the flash file with your customized one in the root directory folder "resource" of program.

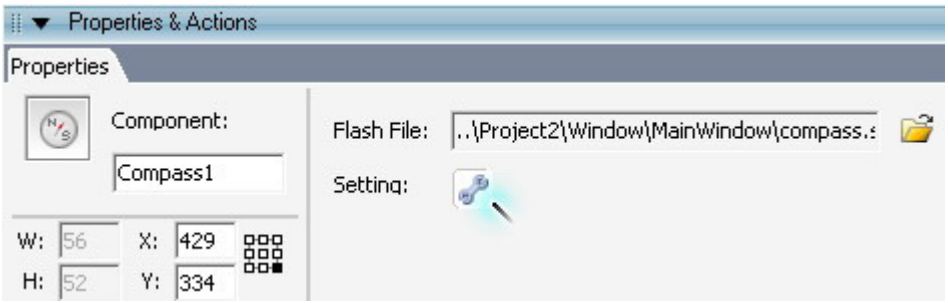
⊡How to add sound controller

Sound Controller is used to control the sound volume in the virtual tour. You can either use the Flash sound controller provided by Easypano or use your own. Simply select from toolbox to add it to Main Window.

⊡How to add compass

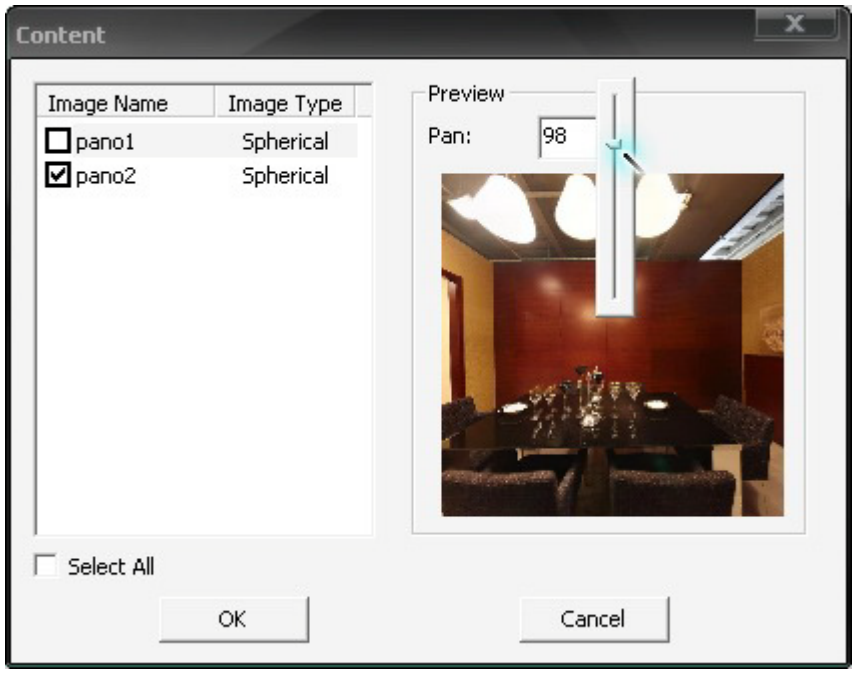
1. Select from Toolbox.
2. Click the blank part of Main Window to place it.

Set compass properties:



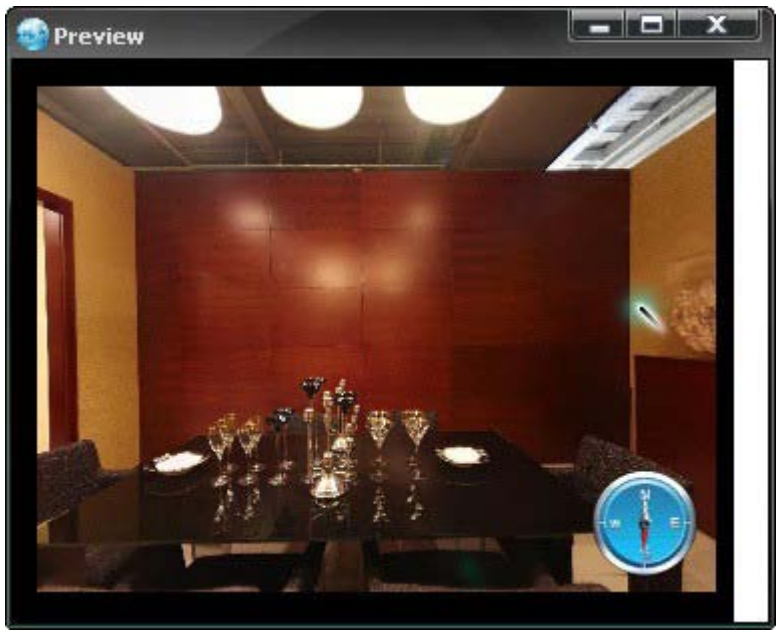
You can use the Flash compass file provided by Easypano, or you can also change its appearance by editing the compass.fla file in Resource folder.

Click to open compass content settings window:



In the scene list on the left, select scenes that would show compass. Compass will only show up when the scenes selected here are being played in the sceneviewer. Set the Pan value on the right. The preview area shows the north direction.

When previewing the tour, the compass displays on the MainWindow like this:



Add Image

Image is the component to show image information on Main Window and contain customized action. For example, you can put your company logo in virtual tour by the image component. You can also add an action to this image to link to your website; or you may add a thumbnail on Main Window and specify an action to link to this scene.

⊡How to add image

1. Click Image component from Toolbox
2. Click Main Window to place this image component

⊡Set *Image* properties by its properties panel

Coordinate Grid (Pro only): Refer to *Change Size and Appearance of Map Viewer>How to anchor Map Viewer on the Main Window?*

Source File: Add the image which you want to show for the image component. JPEG, GIF and BMP are all supported.

Size Mode: The size mode at which the image is shown including Auto Size, Actual Size and Best Fit.

Auto Size: The image is shown at its original size

Actual Size: The image is shown with its original size. If Center is selected, the image will be shown in the center of the component; otherwise, the image will be shown at the top left of the component.

Best Fit: The image is shown with the size of the component.

Opacity: Refer to *Set Textarea Properties*.

Add Thumbnail

Thumbnail is the component that lists the small image of scene, map or movie on Main Window. When running virtual tour, you can switch to different scene, map or movie by clicking different items in thumbnail. In Tourweaver 6.50, you can not only list several or all the scenes by thumbnail, but also list several or all the

images of map, movie or detail image. What's more, you can also choose to use your own images instead of the ones generated automatically.

Refer to *Thumbnail*

⊡How to add thumbnail

1. Click Thumbnail from Toolbox
2. place it onto Main Window

⊡Set Properties for Thumbnail

You can set properties for thumbnail under its properties panel which is as below:

Coordinate Grid (Pro only): Refer to *Change Size and Appearance of Map Viewer>How to anchor Map Viewer on the Main Window?*

Border Color: Border color of thumbnail. You can also set it to transparent.

Horizontal Layout: If selected, cells in it will be shown in a single line Horizontally; otherwise, they will be shown in a single line vertically.

Scrollbar Color: When there are a large amount of cells in Thumbnail, the scrollbar will automatically appear. You can also set color for the scrollbar.

Cell: Each small image in thumbnail is called one cell. You can set its width, height and background color. You can also set border color for its three states including normal, over and down as you do to hotspots.

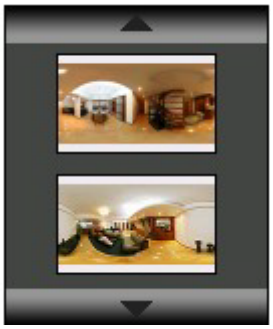
Text: When "Name Visible" is selected, the item name will be displayed below each Cell. You can also set text color, font etc.

Style: There are two different styles of thumbnail available according to the designed appearance of thumbnail: *Classic* and *Translucent*.

- If *Classic* is selected, you could choose to show the cells in a single line or in multiple lines. Tick *Single Line*, and cells in it will be shown in a single line; otherwise, they will be shown in multiple lines.

Style: Classic ☐ Single Line	
Single Line	
Multiple Lines	

- If Translucent is selected, the cells in it will only show in single line, but you could choose to show the cells horizontally or vertically. Tick Horizontal, cells in it will be shown in a single line Horizontally; otherwise, they will be shown in a single line vertically.

Style: Translucent Horizontal	
Horizontal	
Vertical	

⊡Introduction to List Values

List Values is actually the source of thumbnail that means which type of items will be displayed in thumbnail. In Tourweaver 6.50, thumbnail can list small images of scene, map and movie. So when adding a thumbnail component, you should first decide its List Values, which source to choose; and then decide detailed items belonging to this source.

Source: To decide which object is to be shown in Thumbnail. You can choose Scene, Map or Movie as a source.

Item	Description
Scene	The scene Cell will change with the change of map. When 'Item Varies with different Map' is selected, these cells listed in thumbnail will vary with the different maps shown in Map viewer. For example, Scene1,2,3 are located in Map A (to relate a scene to a map, you can choose the relative map under the properties panel of that scene, or add a radar on the map referring to that scene) while Scene 4,5,6 are located in Map B. When map A is running, you can see Cell 1,2,3 are listed in Thumbnail; when map B is run, cell 4,5,6 are shown.
Map (only available in Professional edition)	List all map cells which are chosen
Movie (only available in Professional edition)	List all movie cells which are chosen

List: It's where all the source items will be listed. You can decide whether each of these items is shown or not by clicking the checkbox. If the checkbox is selected, the item will be shown in thumbnail; otherwise, it will not be shown.

Cell: Each small icon image shown in Thumbnail.

Item		Description
Scene	Flat	Using flat scene image as cell image. For spherical scene, the cell is shown as a

		small flat in 2:1 ratio; for cylindrical scene, the cell is shown as a small rectangle flat; for still image, the image is directly shown in a small size.
	Angle Shot	Show the screenshot of scene in the viewer as a thumbnail cell. You can set the pan, tilt and FOV for each scene to show the desired angle of each scene.
	Customized	Using other images to shown in cell. Export the images from relative directory.
Map (only available in Professional edition)	Flat	Using a small sized map image.
	Customized	Using other images to shown in cell. Export the images from relative directory.
Movie (only available in Professional edition)	Customized	Using other images to shown in cell. Export the images from relative directory.

⊡How to set Thumbnail for Scene

1. Select *thumbnail* from Main Window
2. Click from its *Properties Panel*
3. Choose *Scene* as the Source
4. Choose the scene which you're going to show in thumbnail from the list at left side
5. Select the image type for this scene cell at right side
6. Repeat step4,5 to add cells for multiple scenes
7. You can also select *Show All Items* or *Items Varies with Different Map*
8. Click *OK*

⊡How to set Thumbnail for Map

1. Select *thumbnail* from Main Window
2. Click from its *Properties Panel*
3. Choose *Map* as the Source
4. Choose the map which you're going to display in thumbnail from the list at left side
5. Select the image type for this map cell at right side
6. Repeat step4,5 to add cells for multiple maps
7. Click *OK*

⊡How to set Thumbnail for Movie

You can add a symbolized thumbnail for Movie. The steps are same with *add thumbnail for scene*. But the cell images should be customized.

Note: When the current skin is replaced, the List Values of the current thumbnail will be applied to the new one on the new skin.

Add Flash Thumbnail

Flash Thumbnail supports .swf format.

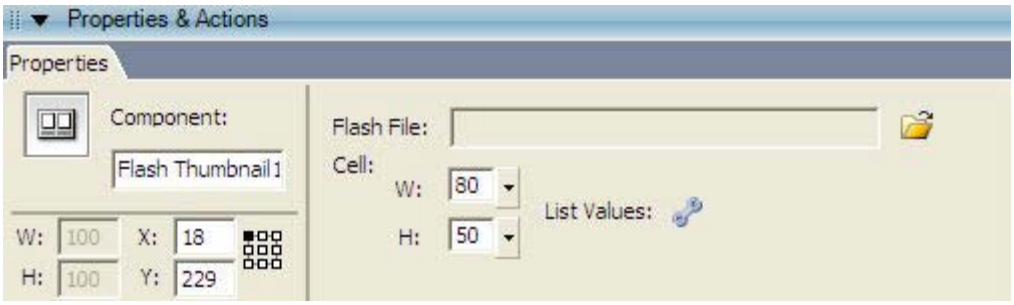
Refer to *Thumbnail*

⊡How to add Flash thumbnail

1. Click *FlashThumbnail* from Toolbox
2. A dialog box will pop up. Select a .swf file
3. Click the blank part of Window to place the component.
4. Make settings in the properties panel of the flash thumbnail.

⊡Set Properties for Flash Thumbnail

You can set properties for flash thumbnail under its properties panel which is as below:



Coordinate Grid (Pro only): Refer to *Change Size and Appearance of Map Viewer>How to anchor Map Viewer on the Main Window?*

Cell: Each small image in thumbnail is called one cell. You can set its width and height.

List Values: Refer to *Add Thumbnail*

Note: When the current skin is replaced, the List Values of the current thumbnail will be applied to the new one on the new skin.

Add Combobox

Combobox is the component which shows scene name (map name or movie name) in a single item list box. When running virtual tour, you can choose a certain

scene (map or movie) from the *Combobox*. In Tourweaver 6.50, you can not only list several or all the scenes but also list map or movie.

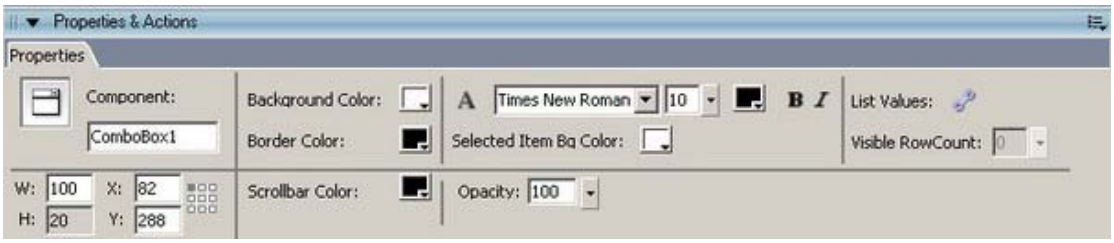
Refer to *ComboBox*

⊡How to add Combobox

1. Click *Combo*box from Toolbox
2. Click the blank part of Main Window to place the *Combobox*

⊡Set *Combobox* properties

Set *Combobox* properties under its properties panel which is as below:



Coordinate Grid (Pro only): Refer to *Change Size and Appearance of Map Viewer>How to anchor Map Viewer on the Main Window?*

Background Color: The background color of Combo box

Border Color: The border color of Combo box

SelectedItem Bg Color: The background color of the selected item

Visible RowCount: The number of the visible rows which can be seen directly on the Combo box

ScrollbarColor: You can set color for scrollbar.

⊡Introduction to List Values for Combobox

Similar to *Thumbnail*, there is also a List Values for *Combobox*. You can define the item source and detailed items by setting this List Values.

Source: To define which object to be listed in the box like scene, map or movie.

Item	Description
Scene	List all scenes which are chosen. When "Item Varies with different Map" is selected, the items listed in Combo box will vary with the different maps shown in Map viewer. For example, Scene1,2,3 are located in Map A (to relate a scene to a map, you can choose the relative map under the properties panel of that scene, or add a radar on the map referring to that scene) while Scene 4,5,6 are located in Map B. When map A is run, you can see scene 1,2,3 are listed in Combo box; when map B is run, scene 4,5,6 are shown in Combo box.
Map (only available in Professional edition)	List all maps which are chosen
Movie	List all movies which are chosen

(only available in Professional edition)	

List: It's where all the source items will be listed. You can decide whether each of these items is shown or not by selecting the checkbox.

⊡How to set scene List Values

1. Choose the *Combobox* which you're going to set from Main Window
2. Click from its *Properties* panel
3. Choose *scene* as its source
4. Select the checkbox of the scene which you're going to show in the list
5. Repeat step 4
6. You can select *Show all items* or *Items varies with different map*
7. Click *OK*

⊡How to set Map List Values

1. Choose the *Combobox* which you're going to set from Main Window
2. Click from its *Properties* panel
3. Choose *map* as its source
4. Select the checkbox of the map which you're going to show in the list
5. Repeat step 4
6. Click *OK*

⊡How to set Movie List Values:

Ditto

Note: When the current skin is replaced, the List Values of the current combo box will be applied to the new one on the new skin.

Add Listbox

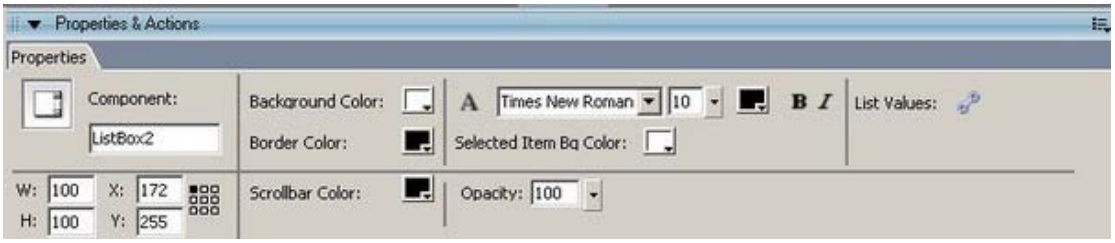
Listbox is the component which shows scene list (map list or movie list) in a list box. You can place a *Listbox* on Main Window and set its properties. Then there would be a scene list (map list or movie list) in virtual tour.

⊡How to add listbox

1. Click *Listbox* from Toolbox
2. Click blank part of Main window to place the *Listbox*

⊡Set Properties for ListBox

You can set properties for *ListBox* by its properties panel which is as below:



Coordinate Grid (Pro only): Refer to *Change Size and Appearance of Map Viewer>How to anchor Map Viewer on the Main Window?*

Background Color: The background color of ListBox

Border Color: The border color of ListBox

SelectedItem Bg Color: The background color of the selected item

ScrollbarColor: You can set color for scrollbar.

⊡List Values for ListBox

There is also a list values to be set for *ListBox*. It's the same with the list values of *ComboBox*. You can define the list content by setting this list values like list source and detailed list items.

Item	Description
Scene	List all scenes which are chosen. When "Item Varies with different Map" is selected, the items listed in List box will vary with the different maps shown in Map viewer. For example, Scene1,2,3 are located in Map A (to relate a scene to a map, you can choose the relative map under the properties panel of that scene, or add a radar on the map referring to that scene) while Scene 4,5,6 are located in Map B. When map A is run, you can see scene 1,2,3 are listed in list box; when map B is run, scene 4,5,6 are shown in list box.
Map (only available in Professional edition)	List all maps which are chosen
Movie (only available in Professional edition)	List all movies which are chosen

Note: When the current skin is replaced, the list values of the current ListBox will be applied to the new one on the new skin.

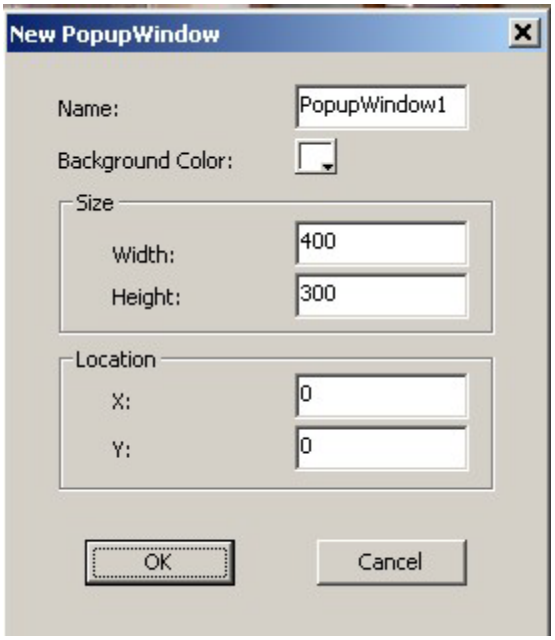
Add Popup Window (Pro only)

⊡How to add/delete popup window?

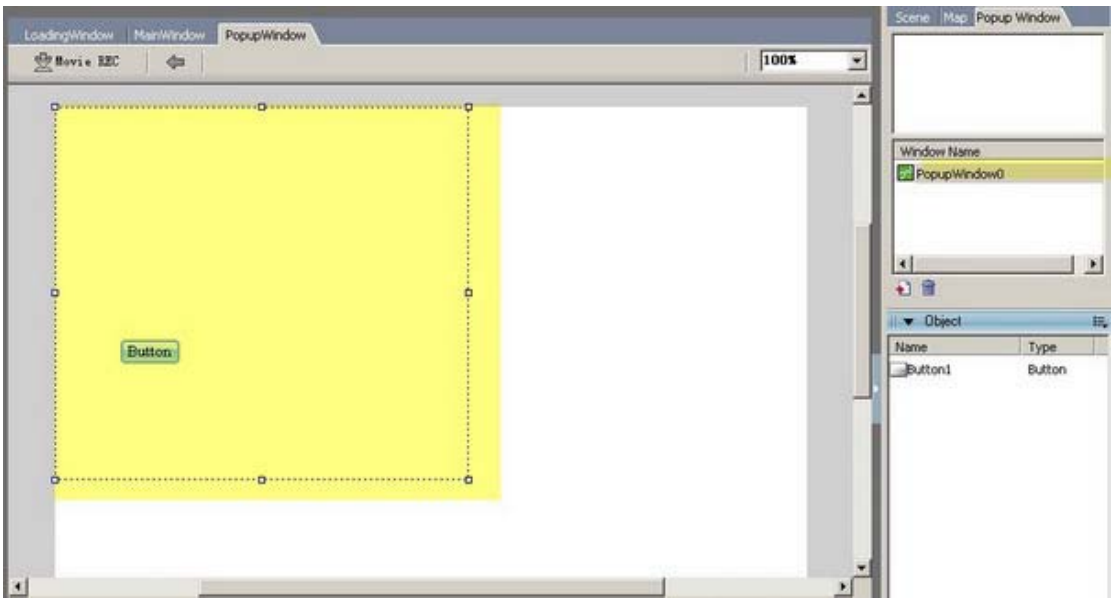
- **Add Popup Window**

1. Go to *List* panel>*Popup Window* tag and click ,

2. Then the dialog box of popup window will appear as below for you to set *Name, Size, Location, Background Color* of the new popup window.



3. Click *OK*, a popup window item will diaplay under the*Popup Window* list andthe workspace of *Popup Window* will appear as below in which the popup window is editable.



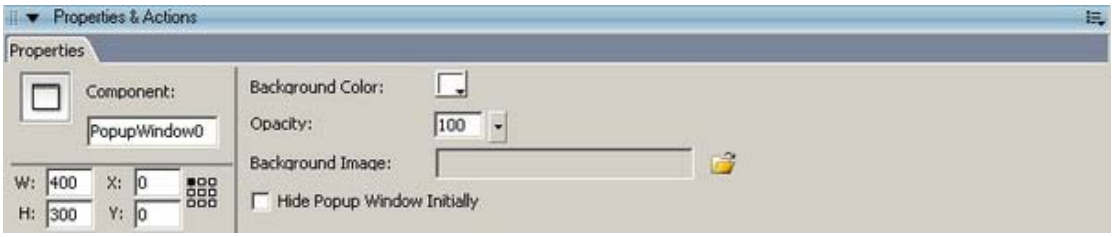
Delete Popup Window

1. Go to *List* panel>Popup Window tag and click on the popup window you want to remove.
2. Click or press *Delete* key to remove the popup window.

Set Properties for Popup Window (Pro only)

After adding a popup window, you can set properties for *Popup Window* by its properties panel which is as below:

Main properties:



Coordinate Grid (Pro only): Refer to *Change Size and Appearance of Map Viewer>How to anchor Map Viewer on the Main Window?*
Background color: The background color of popup window. Transparent color is supported.
Opacity: Refer to *Set Textarea Properties*.
Background Image: To add/delete a background image.
Hide Popup Window Initially: To set whether to hide Popup Window initially while the tour running.

Popup Window is adjustable.

⊡How to change size and appearance of Popup Window

1. Select Popup Window under Popup Window tag.
2. Drag mouse to adjust the size of the selected popup window and modify the relative properties under the Properties panel of popup window.

Tip: 1. If you want to change the size or position of a popup window, do any of the following:

- Select a popup window, drag the sizing handle at the corner of it to the size you want.
- Adjust the size or position in the properties panel of popup window by changing the X/Y values.

2. Press Ctrl+Left mouse button to move the popup window.

Add Components on Popup Window (Pro only)

⊡How to add components on Popup Window

1. Click on one of the tools (components) from Toolbox
2. Click the blank part of Popup Window to place the button.

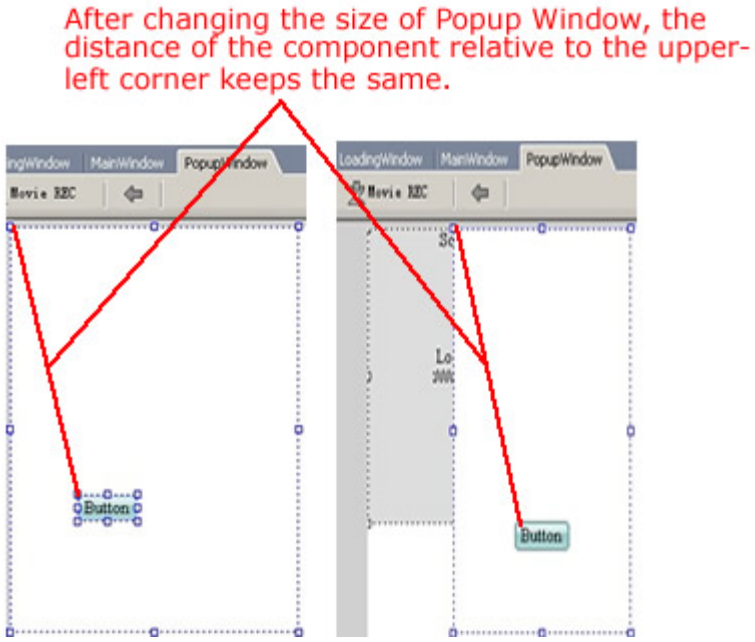
Note: In one project, *Map Viewer* can only be added once. That means map viewer can't be added to popup window if it has already been added to main window unless deleting it from main window.

⊡General Operation on Component

Using Ruler, Guide Line and Grid; Add and Delete; Copy and Paste; Move and Lock; Layout; Group

Tip: Right click on Popup Window, the context menu will appear to enable some functions like below:

Tip: After changing the location or size of a popup window, the components added to popup window will change position accordingly. See below:



The added component stays in the same position relative to the upper-left corner of the popup window.

⊡Set Properties & Actions for Component on Popup Window

After adding components to Popup Window, you could edit the added components to set the location, size, other properties and actions of them. Select the added component you want to edit, then:

- To set the properties in the properties panel, refer to *Properties and Actions Panel*
- To move, layout, paste or delete component, refer to *Component*
- To add an action to the component, refer to *Set Button Action.*

Tip: 1. To select a component, do one of the following:

Click the component in the Popup Window directly.

Click the component in the *Object* panel.

2. To select multiple components, do one of the following:

To select contiguous components, Shift-click them in the Popup Window or in *Object* panel.

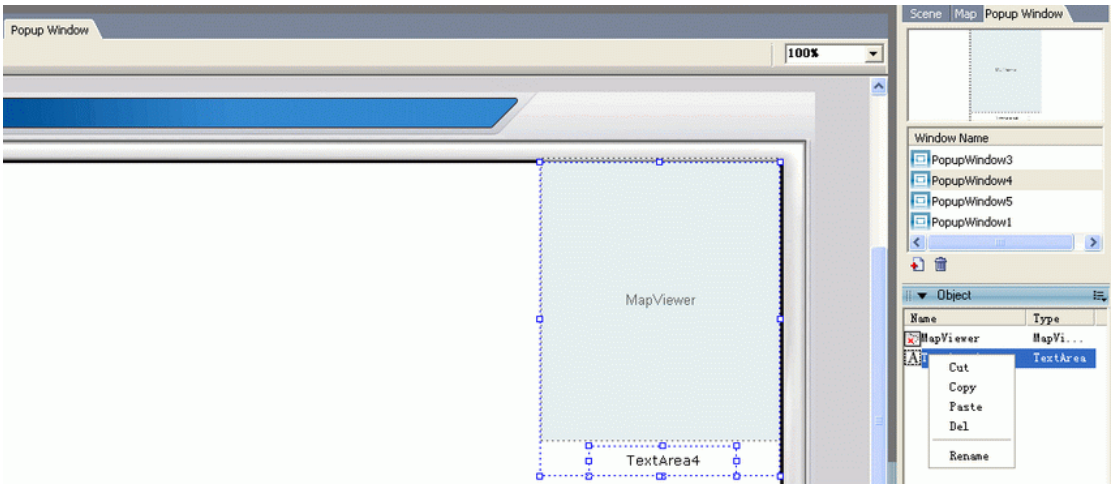
To select discontiguous components, Control-click (Windows) them in the Popup Window or in *Object* panel.

3. Access *Edit>Select All* or right click menu or shortcut *Ctrl+A* to select all the components.

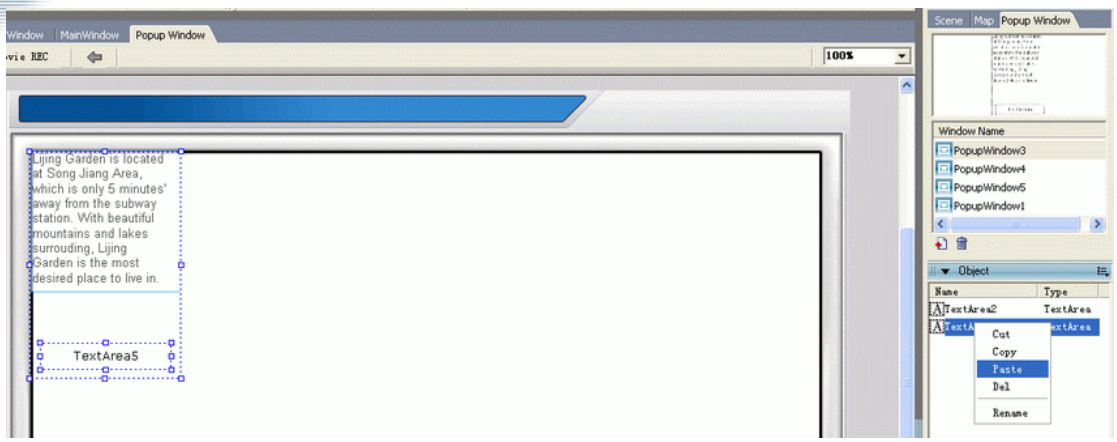
⊡How to copy and paste components between popup windows?

Take popup3 and popup4 as an example.

1. Click on PopupWindow4, under the object panel, the components on popup4 will display, right click on textarea, and select Copy from the right-click menu.



2. Click on PopupWindow3, right click on the blank area of the object panel, and select Paste, then the textarea component will be pasted on PopupWindow3.



How to Apply Popup Window (Pro only)

Popup Window can be applied to a hotspot or other components to create a fine popup window of a virtual tour.

Basic steps:

1. Add a popup window (see *Add Popup Window*), set properties for it (see *Set Properties for Popup Window*)
2. Add components to popup window, set properties and actions for the added components (see *Add Components on Popup Window*).
3. Add a hotspot to the scene or add a button to the skin (see *Add Hotspot on Scene*)
4. Add an action *Window> Open Popup Window* or Show/Hide Popup Window from the Actions panel to the hotspot or the added button from the Actions panel to the hotspot (see *Set Button Action* for reference).
5. Click OK. Then preview, when you mouse click on the hotspot or button, the popup window will appear as you have set.

See a sample tour at Gallery, and click on the button menu to see the effect:

Note: Popup Window will be included in the exported skin folder.

Add Sound

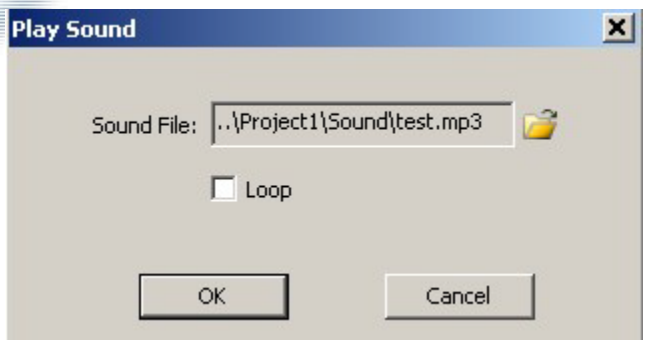
You can add sound in multiple formats to hotspot, scene, movie or the whole virtual tour. The supported audio formats include au, mp3, wav and midi.

Note: When publishing tour in Flash viewer, only mp3 will be recognized. The au, midi and wav can't be played properly in flash viewer.

⊡Add Audio Hotspot

When making a virtual tour, you can add background sound to hotspot. When you click this audio hotspot, then the relative background sound would be played. The steps are as below:

1. Add a hotspot from the ToolBox to a scene or a map
2. Click *Action* tab under hotspot Properties panel
3. Choose *Sound>Play Sound* and click ✚ to add this action to right side
4. Then there would be a popup window as below:



5. Click to add the sound; if *Loop* selected, the sound would be replayed automatically.
6. Click *OK*

⊡Add Background Sound to a Certain Scene

To add background sound for scene, please do as following:

1. Select the scene to which you're going to add background sound and open *Properties* panel
2. Click to add the sound; if *Loop* selected, the sound would be replayed automatically
3. Click *OK*

⊡Add Background Sound to Movie

To add background sound for movie, please do as following:

1. Select the movie to which you're going to add background sound and open *Properties* panel.
2. Click to add the sound; if *Loop* selected, the sound would be replayed automatically.
3. Click *OK.*

⊡Add Background Sound to Virtual Tour

Besides adding sound to hotspot, scene and movie, you can also add a background sound for the whole virtual tour. This sound would be played during running the tour. The steps are as below:

1. Choose *File>Publish Settings>General*
2. Click at Background Sound File to add the sound. If *Loop* is selected, the sound would be replayed automatically.

⊡Mute

You can set a *Mute* button to stop the sound. Mute is an action which can be added to hotspot, text, image or button. Please refer to *Action for sound*.

Note: If you add sound to hotspot, scene, movie and virtual tour at the same time, all these sounds would be played. When you use Mute action, these sounds will all be stopped.

How to Edit Movie

You can choose several or all the scenes in the current project and organize them in a certain sequence, view them from a certain position and run each of them in a certain period. At last you get a movie which runs those scenes with several rules. Thus movies in Tourweaver are referring to a series of frames which form a walkthrough at the Timeline. These frames record the time points, the scenes on the relative time points and the view position including Pan, Tilt and Fov of each scene.

Slideshow

After you import one or several scene images in Scene tag under List panel, you can add a SlideShow on Movie tag. It's generated automatically according to the scenes you've imported. The SlideShow organizes the scenes due to the sequence as the same in Scene List on Scene tag and the pan, tilt, Fov and rotating speed as you've set. Therefore, when you add or delete scene from scene list or change the rotating speed of any scene, this Slideshow will be updated automatically.
This SlideShow is allowed to be modified by customers in which the frames could be added, deleted and the properties of the frame can also be edited.

Create a New Movie

Before you make a customized movie, you have to first create a movie by two methods.

⊡Create a new Movie

1. Click MovieREC button

right below MainWindow to open MovieREC panel
2. Click at left bottom side to create a new movie with the default name Movie1

3. Or you can select Slideshow and right click your mouse to choose Copy from the popup menu. Click any blank part in the panel and right click your mouse to choose paste menu. Then a new movie copied from Slideshow is generated.

⊡Set Movie Properties

Time: The movie length.

Sound: To add sound to a movie (*How to add background sound to movie*).

Record a Movie

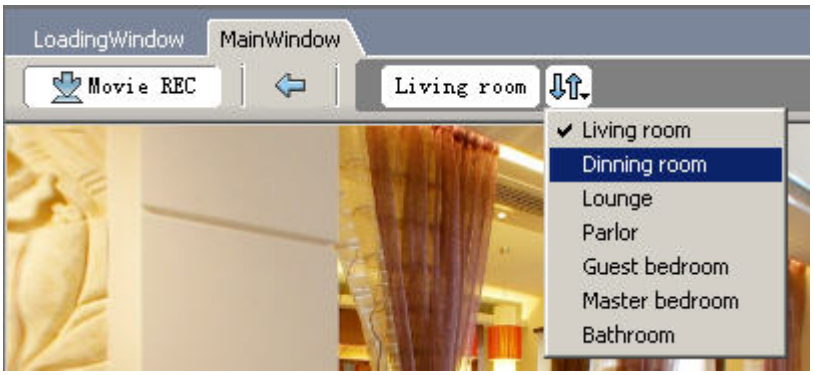
When you add a new movie, it's blank completely even without a frame. You can insert different frames to begin recording the movie with your own style.

⊡Insert/Delete Frame

Frame is the basic element of movie and each frame represents a time point on time axis. To record a movie, you have to insert multiple keyframes in the movie with the following steps:

1. Select the movie which you're going to record under Movie REC panel like Movie1.

2. Select the scene which yo're going to first record from the scene list right under the MainWindow as shown below:



3. Put the mouse onto Movie REC panel and click a certain time point like 10s on time axis

4. Click which is at the bottom of Movie REC panel or right click your mouse and choose 'insert Frame'. Then you finish inserting a keyframe at 10s time point; and at this frame, you can see the initial display position including Pan, Tilt and FOV of Scene1 which you're just chosen.

5. Move your mouse onto Scene Viewer and adjust the view position of Scene1 in Scene viewer by dragging with mouse or via Toolbar.
6. Again back to Frame editing area under Movie REC panel, find the next time point where you want to insert a keyframe like 15s and click it.
7. Again click or right click your mouse to choose 'insert Frame' from popup menu.
8. Thus movie1 will run scene1 as how it's set at 10s to how it is at 15s automatically.
9. You can set multiple keyframes for different scenes by repeating the above steps. At last all these keyframes would form a walkthrough which is exactly the one you want.

Delete Frame

1. Click the frame which you want to remove
2. Click or right click and choose Delete Frame to delete that frame

Display mode

Click which is at the right side of timeline to shift the display mode including Common mode and Preview mode.

⊡Set Frame Properties

When you record a movie, if you're not very satisfied with the viewing position of the scene at a certain keyframe, you can define an accurate position by setting the frame properties. The frames for panoramic image and still image are a little different.

When the frame is for panorama, its properties panel is as below:
Frame No.: To show the frame number
Movie Name: To show which movie this frame is in and the length of this movie
Scene Name: To show which scene this frame is for
Pan, Tilt, FOV: The initial value of the Pan, Tilt and FOV
Rotation Direction: To show, from this frame on, which direction does this movie turn to, clockwise or anti-clockwise.

⊡Copy, Cut and Paste Frame

You can copy or cut one or several frames and then paste it or them to other time points or another movie. The steps are as below:
1. Select the frames you're going to copy (you can select multiple frames by *Ctrl* or *Shift*), right click and select copy frame or press *Ctrl+C*
2. Right click where you want to paste the frames and choose paste frame or press *Ctrl+V*

⊡Drag Frame at Time Line

You can modify walkthrough of movie by dragging a certain frame to change its time point.

1. Click a certain frame
2. Press the mouse and drag the frame leftwards or rightwards until a certain point. And the frames after this one would also move synchronously.

Preview Movie

You can preview movie by two ways

1. Select the movie which you want to preview and click to preview the movie in Scene Viewer
2. Select the movie which you want to preview and press *Enter.*

Copy and Paste Movie

You can copy the movie which you've edited.

1. Select the movie you want to copy and right click to choose *copy movie*
2. On movie editing area, right click and choose *paste movie*

The SlideShow can be edited, and you can also copy and paste it as a new one to make customization.

Delete Movie

You can also delete the movie which you've edited.

1. Select the movie you're going to remove
2. Right click and choose *Delete movie.*

Set Movie to Default

Default movie is the one which will be auto run when virtual tour starts.

1. Go to *File>Publish Settings*

2. Go to *General* Page
3. Select the right movie as the default one at *Default Movie.*

Play / Pause Movie

You can control movie by setting a play/pause action for it. There are two actions *Play/Pause Movie* and *Stop movie* which are only active for movie. You can control movie by adding button to tour skin and set either of the two actions on the button. What's more, you can also add these two actions on other components besides button. Please refer to *Action for Movie.*

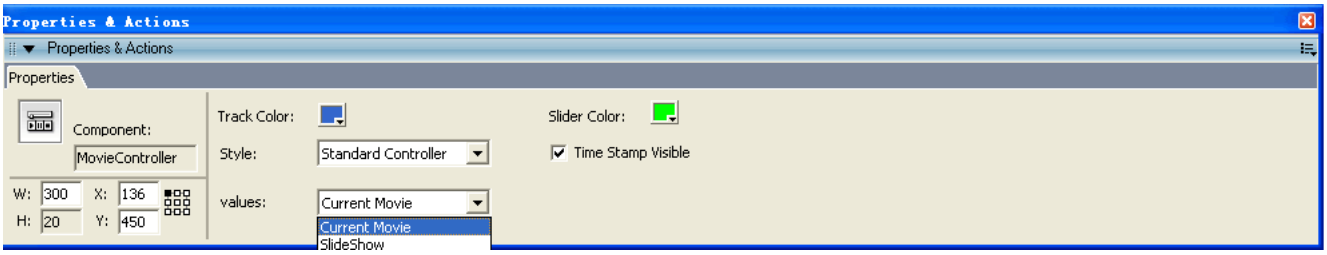
Movie Controller

It should be known that there is only one movie controller in for one virtual tour to show and control the process of a movie. A controller contains a track, a slidebar and a time stamp. You can customize the color of controller track and slidebar. You can also decide whether the Time Stamp is shown. There are two styles for Movie Controller: *Standard* and *Mini*.

⊡How to add *Movie Controller*

1. Click *Movie Controller* from Toolbox
2. Click MainWindow to place the controller on it.

⊡Set properties for Movie Controller



Style: Two styles are available: *Mini Controller* and *Standard Controller.*

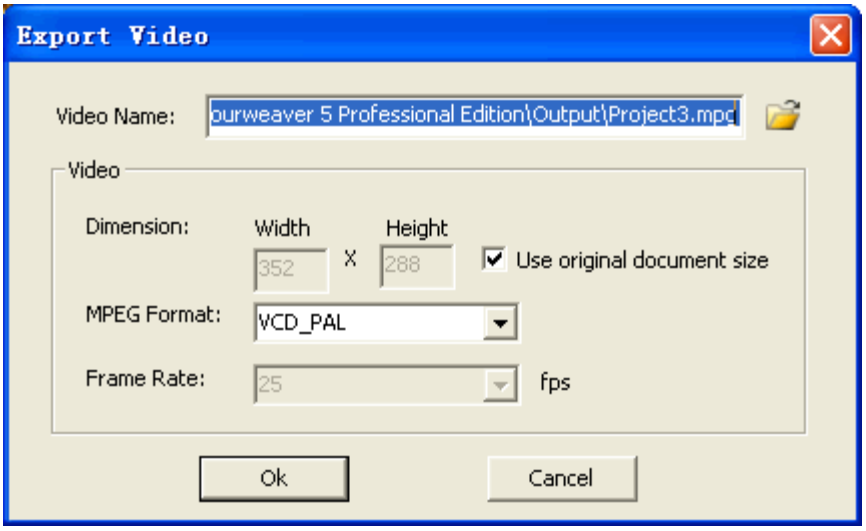
Values: To define the movie that is controlled by movie controller.

Export Movie as a Video (Pro Only)

In Tourweaver 6.50, you can export a movie as a video file.

How to export movie as video:

1. Click *MovieREC* button right below MainWindow to open *MovieREC* panel
2. Select the movie which you're going to export
3. Click the export button to popup the export setting window as below:



4. Define the export route and set the video format.
5. Click *OK.*

Note: This feature is only available in professional edition.

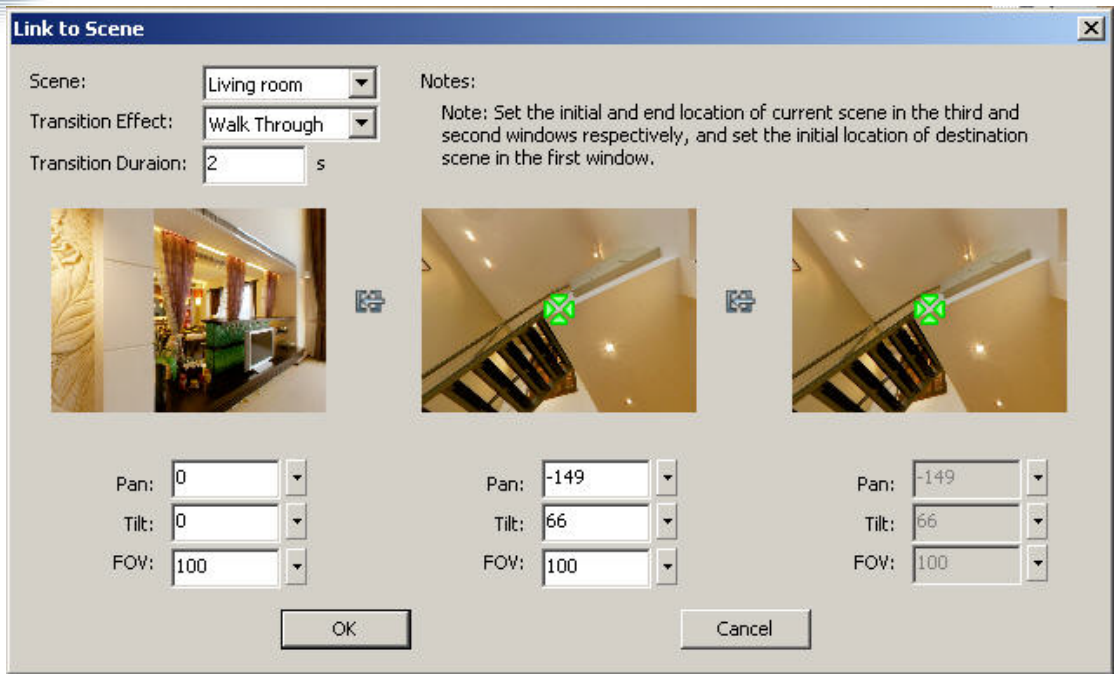
How to Set Transition Effect

In Tourweaver 6.50, you can not only set transition effect for each scene, but also for each map. During a transition between two scenes or two maps, this transition effect you've set will run automatically, which make the transition very fluently.

⊡Set Transition Effect for Scene

There are three ways to transfer between different scenes.

1. To make scene transition by *Thumbnail*, *ListBox* or *ComboBox*. There are *None*, *Fade in and Fade Out* and *Blade* as transition effects in this way. You can set any of them via *Properties* Panel.
2. To make scene transition by the action *Link to Scene* on Text, Image or Button components. The transition effect is the same with the first way.
3. To make scene transition by *Link to Scene* action on hotspot. Besides the transition effects described above, you can also set *Walk Through* as transition effect (to set after adding *Link to Scene*).



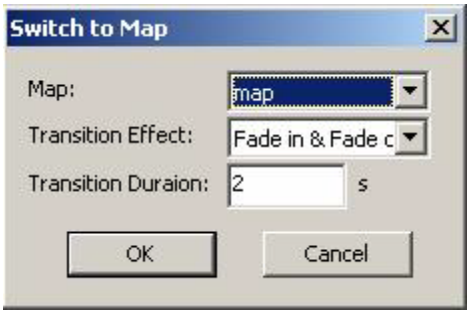
After you add *link to scene* to hotspot, and choose *Walkthrough* as the transition effect, you can see the above window. As said in the previous chapter Add *Hotspot*, the right window is the starting position of the current scene where the hotspot is on. This position can't be changed any more. The central window is the end position of the current scene where the target window is to be switched. The left window is the starting position of the target scene switched from the current scene. The left and central window can be adjusted by setting *Pan*, *Tilt* and *FOV* values.

⊡Set Transition Effect for Map

There are two ways to transfer between different maps.

1. To make map transition by *Thumbnail*, *List Box* or *Combo Box*. There are *None*, *Fade in and Fade Out*, *Blinds* and *Zoom In* as transition effects in this way. You can choose any of them via Properties Panel.

2. To make scene transition by the action *Link to Map* on Text, Image, Button or hotspot component. The transition effect is the same with the first way. After add action *Link to Map*, you can see the window below:



You can make settings for transition effect here. For example, if you choose *Zoom In* as the transition effect for Map A, then it will zoom in from where the hotspots is until it covers the previous map completely.

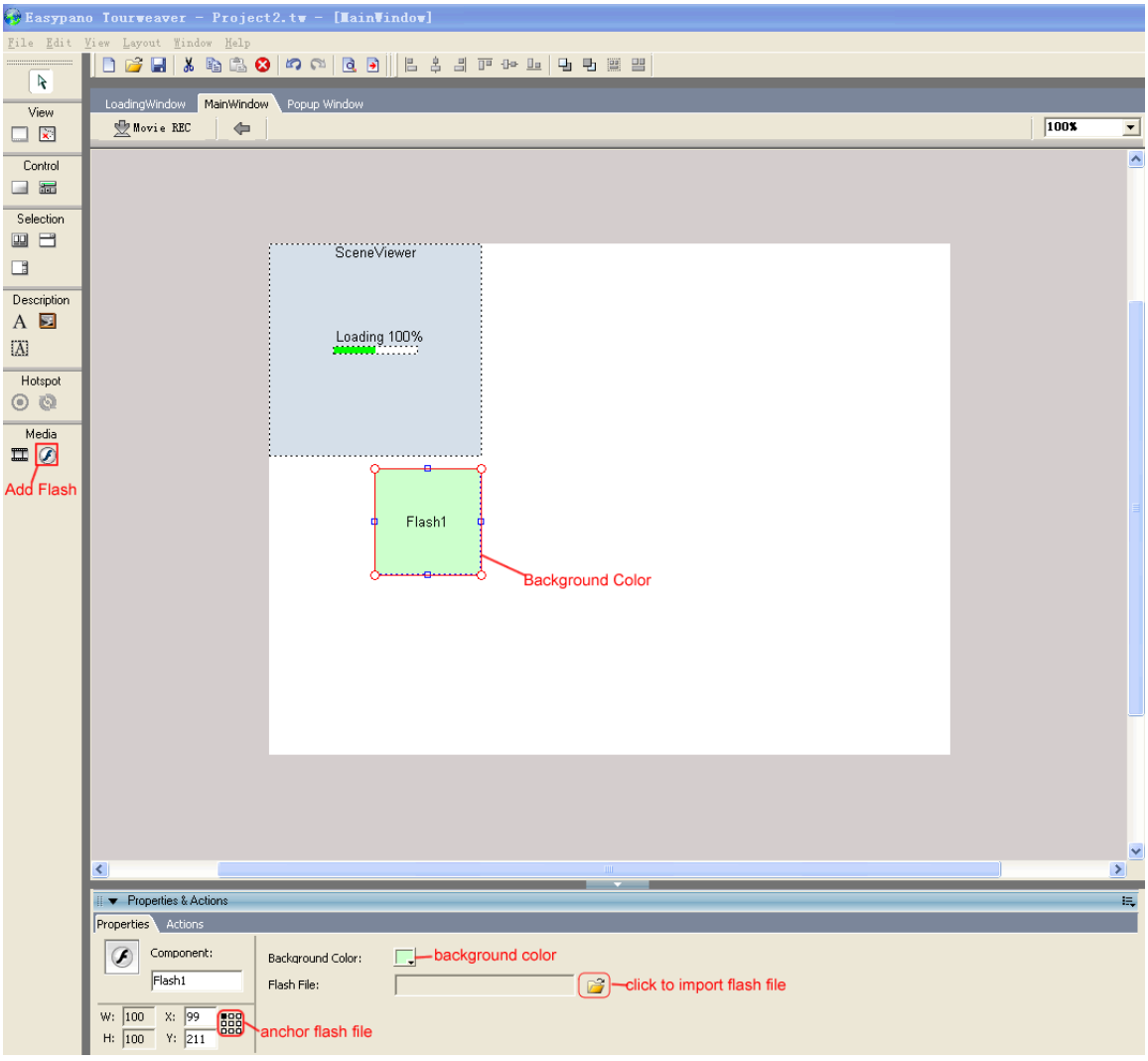
Add Flash

In Tourweaver 6.50, Flash component can be added to main window, popup window, scene and map, used to play SWF file, to achieve flash effect. Users have more freedom to design unique tours.

⊡How to Add Flash

1. Click *Flash* from Toolbox.
2. Click the blank part of Window to place the component.

⊡Set Properties for Flash



Coordinate Grid (Pro only): Refer to *Change Size and Appearance of Map Viewer*>How to anchor Map Viewer on the Main Window?
Background color: The background color of flash. You can customize the background color of flash.
Flash File: Add the flash file which you want to show.

⊡Add flash component to scene

1. Double click *Scene Viewer* to open a scene.
2. Click *Flash* component from *Toolbox*.
3. Click some place of *Scene* to place the component.

For adding action to Flash, refer to *How to set action for flash component.*

Tip: Flash components can be copied and pasted between different scenes or maps. Flash can be used as hotspot of a scene, linked to correspondent scene.

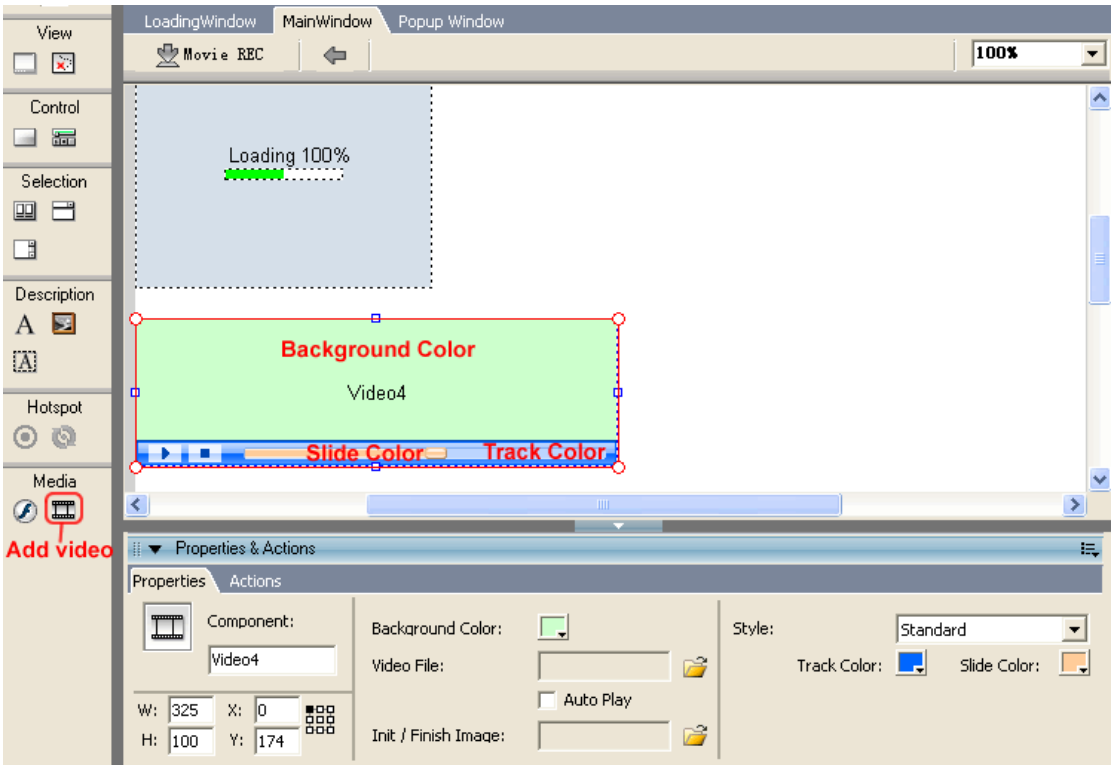
Add Video

In Tourweaver 6.50, Video component can be added to main window, popup window to play flv file.

⊡How to Add Video

1. Click *Video* from Toolbox.
2. Click the blank part of Window to place the component.

⊡Set Properties for Video



Coordinate Grid (Pro only): Refer to *Change Size and Appearance of Map Viewer*>How to anchor Map Viewer on the Main Window?

Background color: The background color of video.

Video File: Add the video file which you want to show.

Auto Play: If selected, the video will play automatically when the tour begins running.

Loop Play: If selected, the video will loop play

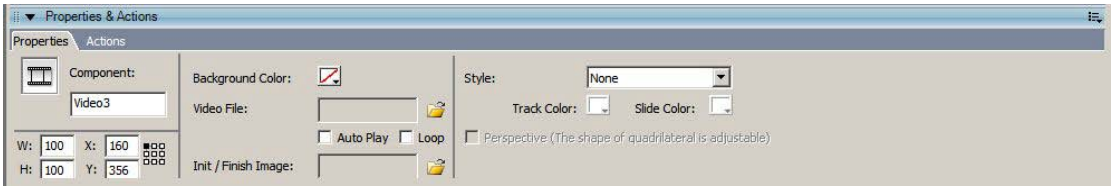
Init/Finish Image: To select the image to display when the video is loading, pauses or stops.

Style: To decide whether to show the controller or not. There are two styles for video: *None* and *Standard*.

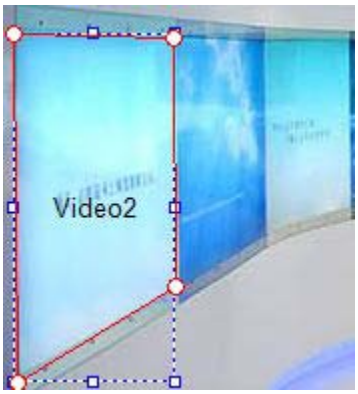
A video contains a track, and a slidebar. You can customize the color of video track and slidebar.

Note: When the style of video is set to *None*, click the video component an action has been added to, the action will be triggered.

Perspective (The shape of quadrilateral is adjustable): To set perspective transform for video.



After ticking the option, drag the side handles to adjust its shape while preserving the perspective.



Note: Perspective is enabled only when a video is added to scene. From Tourweaver 6.50 version, videos which are added in scenes can be paused/closed. When the mouse is over the video area in scene, pause/play and close button will be shown.

Add action to Video, refer to *Add Actions to Components*.

Add Cool Effects

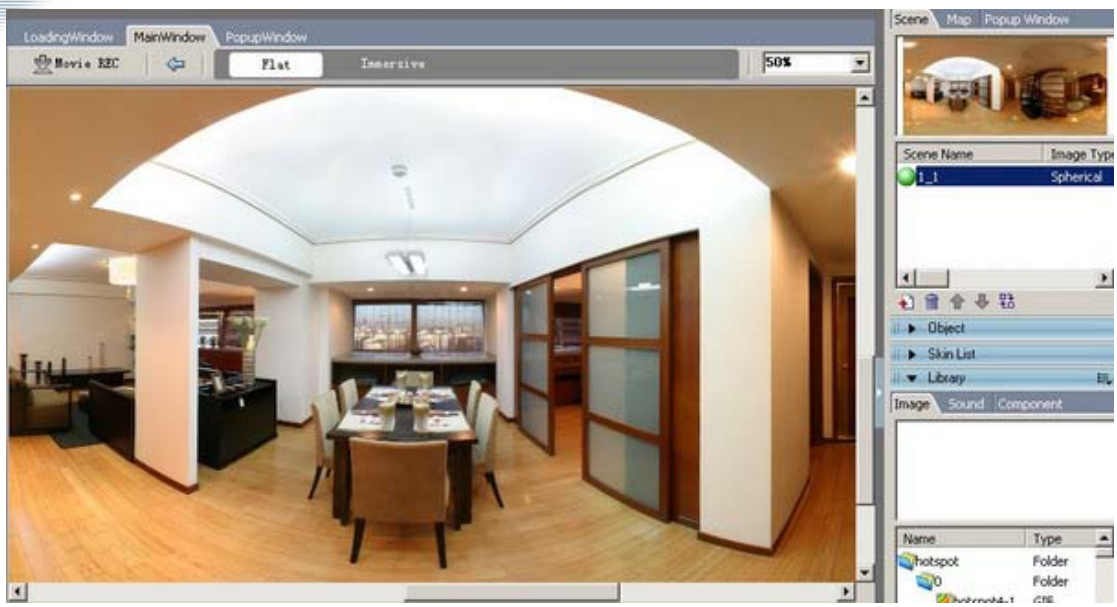
Freely adjustable lens flare effect can easily be added to a scene in scene edit mode for a amazing realistic lens effect.

Lens Flare effect can only be added in scene, while not in main window or map.

⊡How to Add Lens Flare to scene

1. Go to *scene* tag under *List* panel

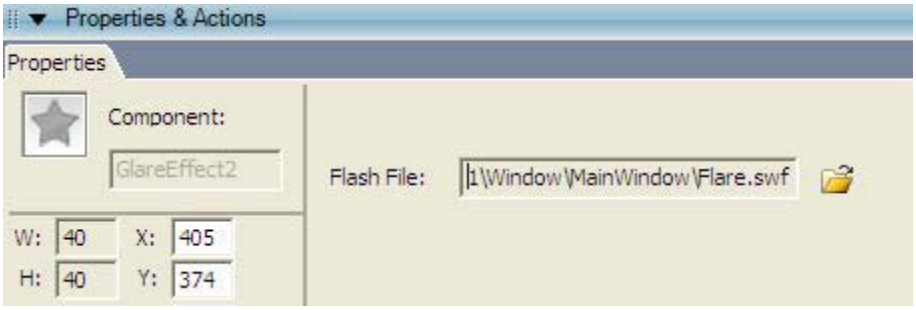
2. Double click the scene on which you want to add Lens Flare. Then this scene is displayed in Scene Viewer



3. Click *Toolbox* and select *Lens Flare*

4. Go to scene viewer and place it onto the scene

5. Set lens Flare appearance under its properties panel



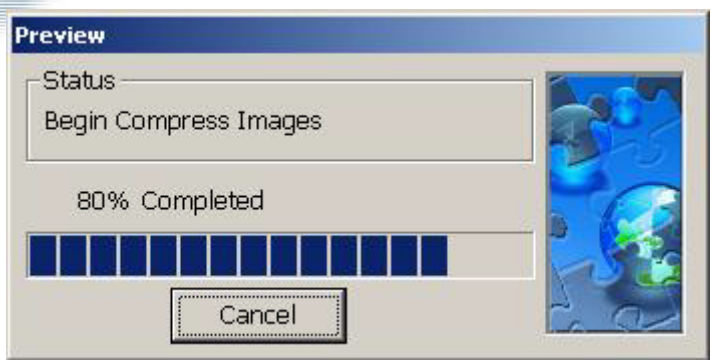
Tip: Lens Flare file could be customized by replacing flash file in the folder "resource" in the root directory.

Preview

You can preview virtual tour at any time you want during building tour. The steps are as below:

1. Click from Main Toolbar, or select *Preview* from *File* menu, or use shortcut *Ctrl + Enter*

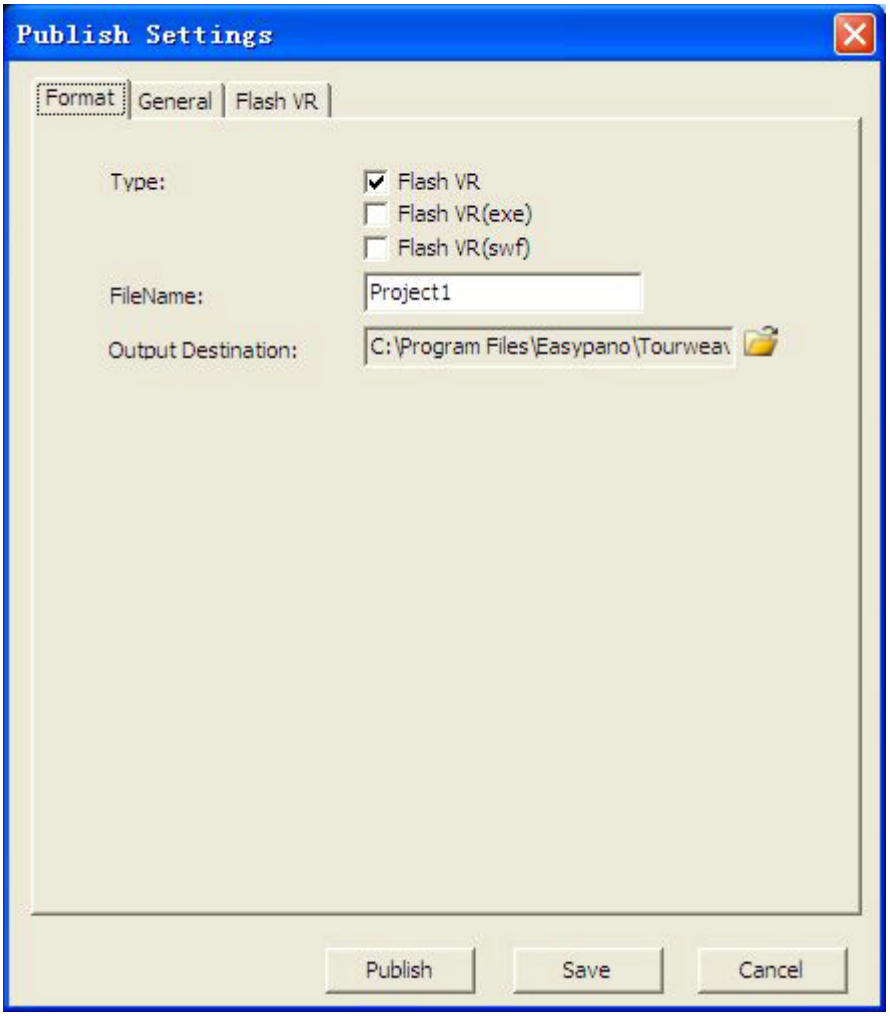
2. After step 1, there is a processing state window popping up.



3. The preview window pops up as soon as processing finishes.

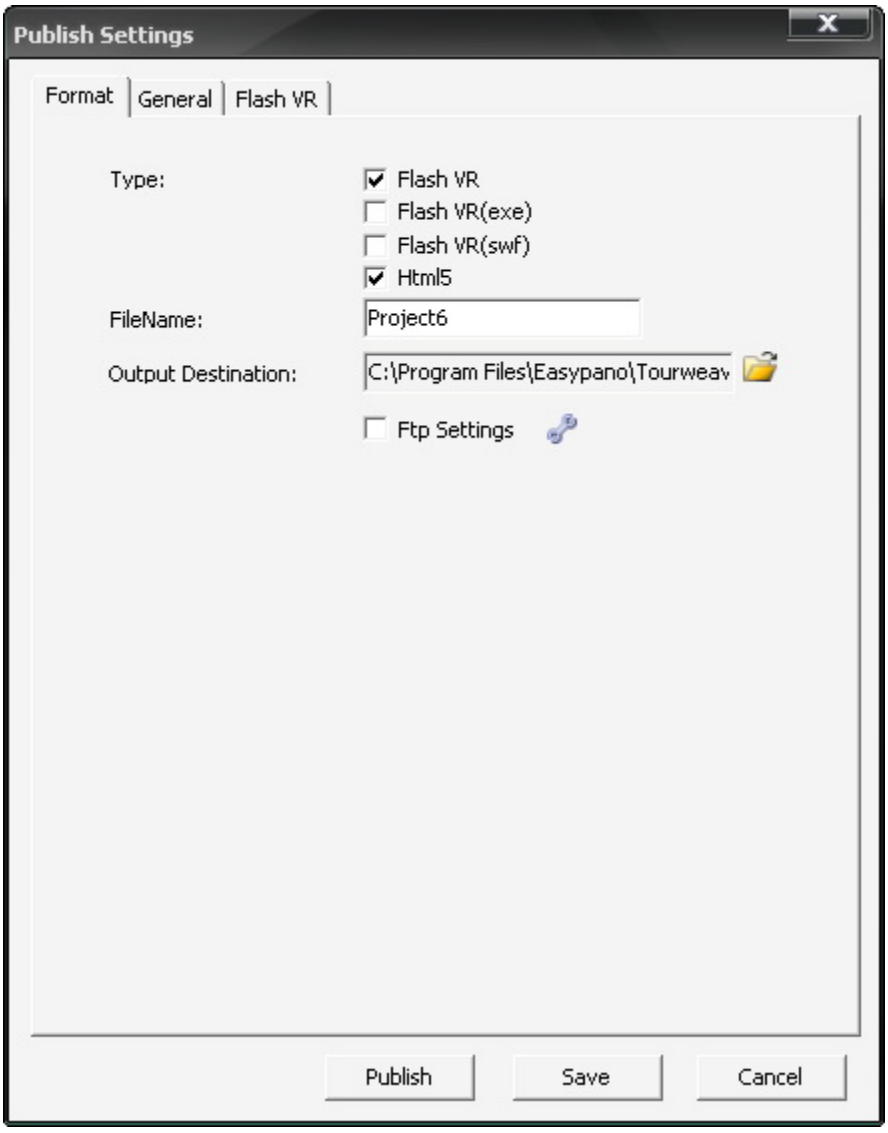
Publishing Settings

You can make publishing settings by clicking *Menu>File>Publishing Settings*. There are altogether four pages in Publishing Settings: *Format* page, *General* page and *Flash VR* page. The *Flash VR* page is shown when you choose to publish the tour to *Flash VR* at *Format* page.



Format Page

At *Format* page, you can decide which virtual tour format you're going to publish, the project name and the output destination.



Type: Tourweaver 6.50 pro edition supports four tour formats, *Flash VR, .exe, .swf,* and *HTML5*.
File Name: The project name.
Output Destination: The directory where to publish the current project.

HTML5 Format Tour

HTML5 format tour is developed for iDevices like iPhone, iPad. Due to technical limitations of iDevices, **not all features of Tourweaver are supported**. Here are some basic features that you can utilize in your HTML5 format tour.

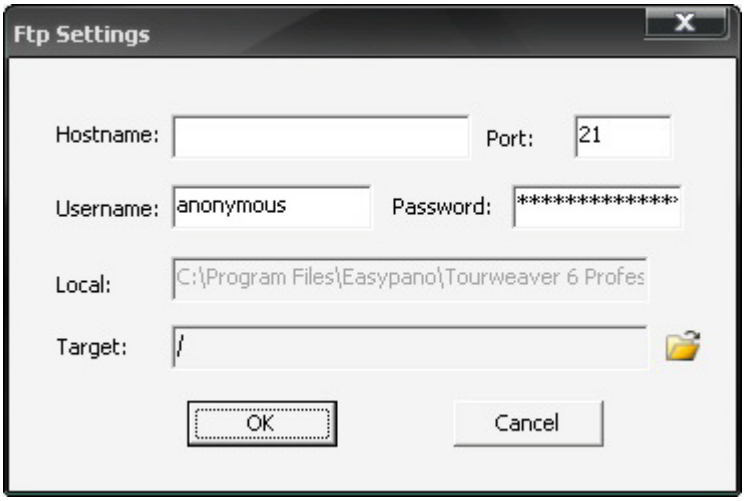
Components that can be carried to HTML5 tour	**Settings in Properties Panel that will be carried to HTML5 tour**	**Remarks**
SceneViewer	None.	SceneViewer will display in full screen initially.
Scene	Only spherical and cubic panoramas are supported.	It is recommended to convert your spherical panoramas to cubic ones first (you can use Panoweaver to convert them), and then use cubic panos directly in Tourweaver. In this way, it will be much faster to publish the HTML5 virtual tour.
	Only Fade In & Fade Out transition effect for scene is supported.	
MapViewer	None.	A button will appear on the upper right corner of the tour to open MapViewer.
Map	None.	Only one map is supported.
Google MapViewer	Google API key	A button will appear on the upper right corner of the tour to open GoogleMapViewer.
Thumbnail	If you apply custom image content to thumbnail cells, the image content will be carried to HTML5 tour. Otherwise, thumbnail will appear with a default looking.	If there are two or more scenes in the tour, a button will appear on tour window to open thumbnails. After publishing HTML5 tours, if you would like to replace the thumbnail images with others, simply go to *images* folder and overwrite the thumb images.
Hotspot	The normal state and down state images for hotspot	Polygonal hotspot is not supported.
	Actions on hotspot. View supported actions	
Radar	The normal state and down state images for radar	
	Scan area color	
	Synchronous settings with scenes	
Button	Only Toogle and Standard type buttons on MainWindow	
	The normal state and down state image for the button	
	Actions on buttons. View supported actions	

Note:

Actions that are supported include: **Link to scene, Left, Right, Up, Down, Zoom in, Zoom out, Previous scene, Next scene, Play/pause movie, Pop up image**

1. Only Fade In & Fade Out transition effect is supported for *link to scene* action
2. For *pop up image* action, only the image itelf will be carried to HTML5 tour. And the popup image window settings will not be applied.
3. No spaces are allowed in scene names, otherwise the thumbnails will not show up.
4. No Chinese, Japanese characters are allowed in scene names
5. Only spherical and cubic panoramas are supported. Cylindrical panoramas will be automatically omitted when publishing in HTML5 format.
6. For spherical panorama, 3000*1500 and smaller in dimention is recommended for faster publishing speed.

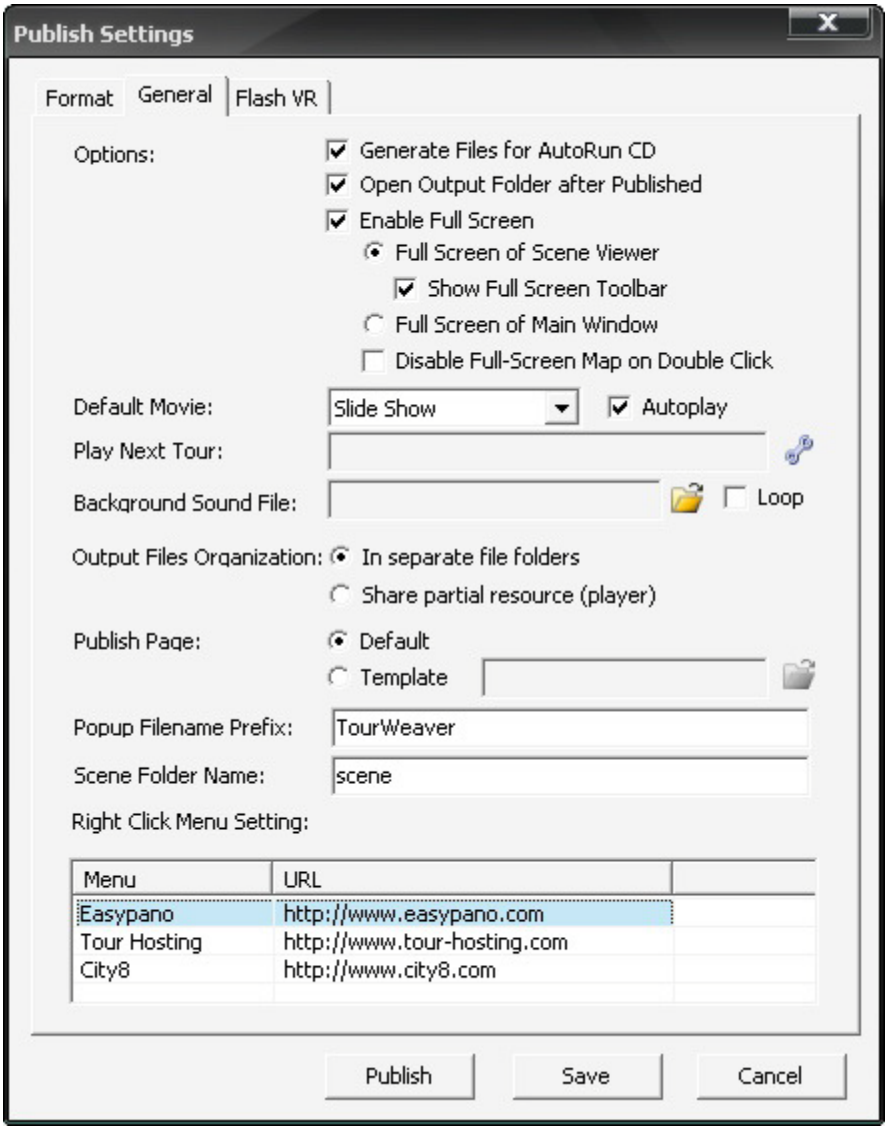
When publishing, you can export the tour to both local destination and your FTP. Simply tick the option of FTP Settings and then click to enter Hostname, username, password and etc. In this way, the whole virtual tour will be uploaded to server. If you need to change some of the files in your server, you can access your server by clicking button beside .



Tip: If you want to adjust the size of main window in .exe format, please first set percentage of width/height in the properties panel of main window.

General Page

Whether you publish the tour to flash format, you can go to General page to make publish settings.



Generate Files for AutoRun CD: When this is selected, an autorun.inf file would be generated after publishing. This file together with the whole tour output is to be burnt onto CD. Then the virtual tour on CD can be autorun.

Open Output Folder after Published: When this is selected, the output folder will be opened automatically after publishing.

Enable Full Screen: Allow full screen mode when running virtual tour.

- **Full Screen of Scene Viewer:** In this situation, only the scene viewer and map can be displayed in full screen mode.
- **Full Screen of Main Window (pro only):** In this situation, all the components will display in the main window in full screen mode.

- **Disable Full-Screen Map on Double Click:** After selecting this option, when double click on map, the map won't go to full screen mode.

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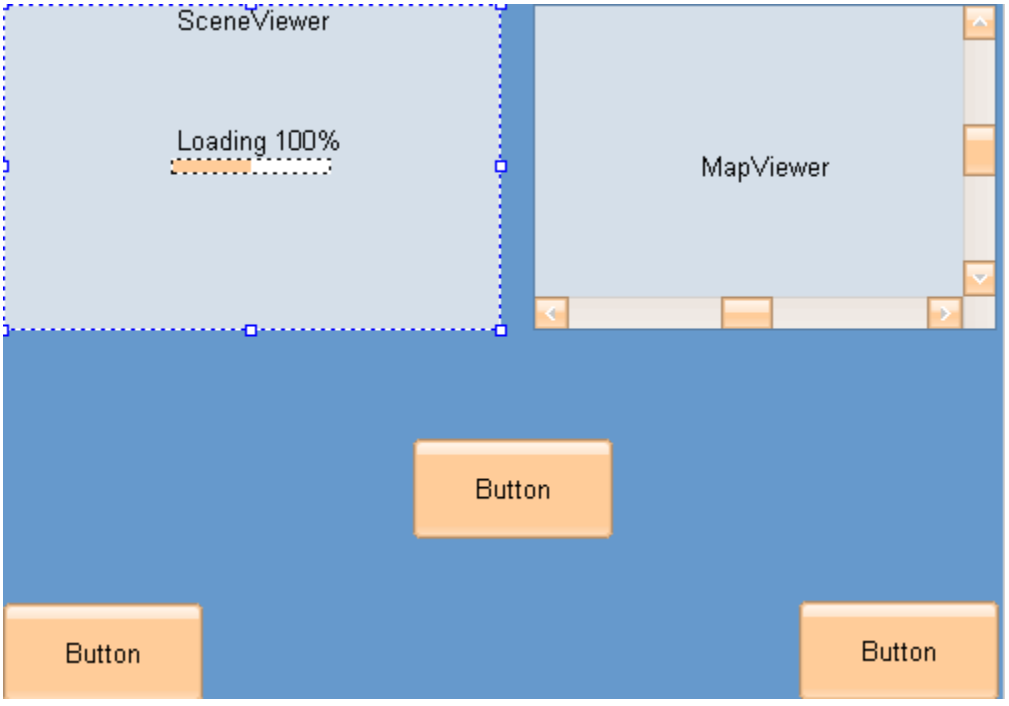
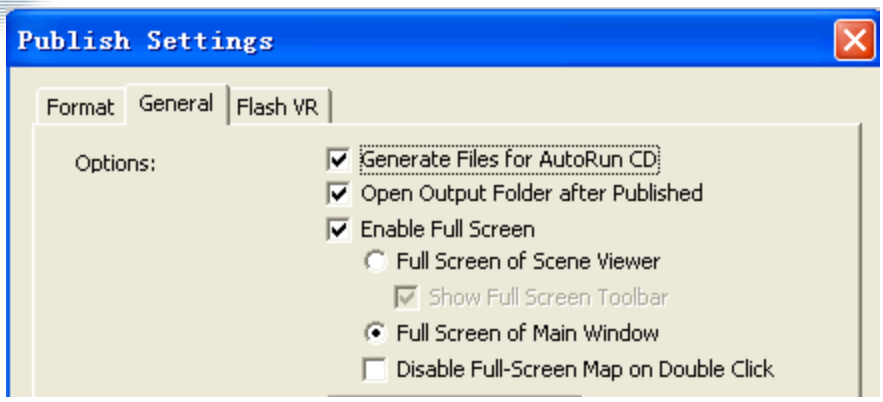
- **Disable Full-Screen Map on Double Click:** After selecting this option, when double click on map, the map won't go to full screen mode.

⊡Steps to make main window full screen

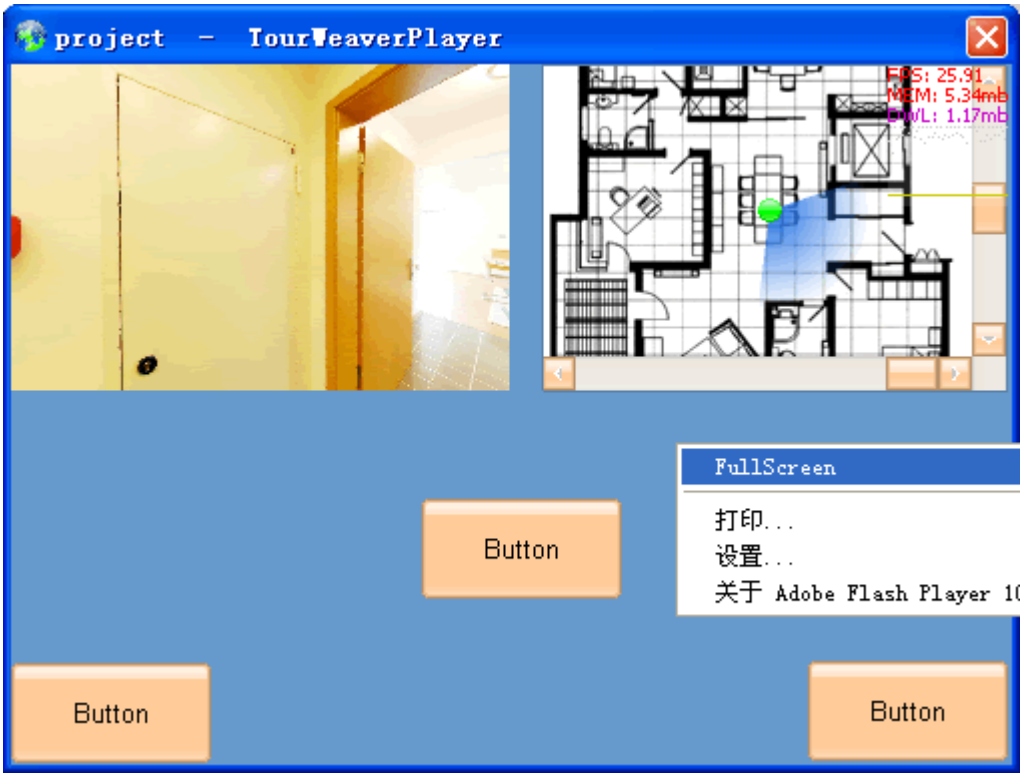
1. Add components to main window, and anchor the components in a proper location via the properties panel on main window, like top right, top left, bottom right, bottom left or center etc.



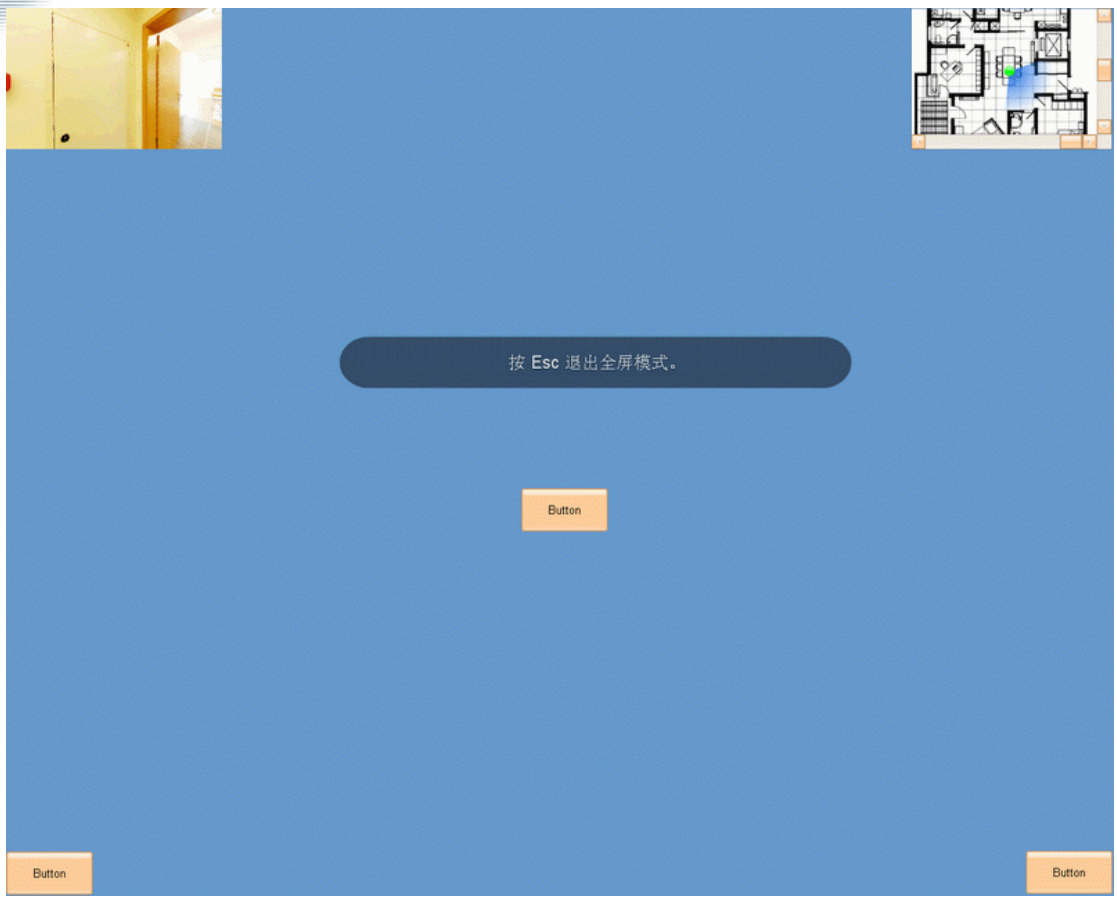
2. In the publish settings, tick the option of *Full Screen of Main Window.*



3. Publish the tour to *.exe* format to view the effect.



Right click on the blank area and select *FullScreen* to go into the full screen mode.



Note: Only the scene will be in full screen. All the other parts of tour skin would be hidden. When Show Toolbar is selected, then the toolbar would also be shown in full screen. The tour map will be displayed at top right corner when in full screen.

Show Full Screen Toolbar: Only when 'Enable Full Screen' is selected, this item will be enabled. If this is selected, then the toolbar will be displayed as default under full screen. You can also show/hide the toolbar by right click the screen and use the popup menu. See the following:

Note: In Tourweaver 6.50, the full screen toolbar can be customized. You can make your own toolbar skin in .fla format and copy it to the resource folder in the Tourweaver installation directory.

Default Movie: Set the movie which is to be run as default after tour loading.

Play Next Tour: You can link the current virtual tour to another tour here.

Quality: Set tour quality

Background Sound File: Add background sound for the selected movie.

Output Files Organization (Pro only): To set the mode how the virtual tour output files are organized. There are two options as below:

- **In separate file folders:** If selected, when you publish two tours at the same time, the output files of the two will be in separate file folder.
- **Share partial resource (player):** If selected, when you publish two tours at the same time, some output files could be shared like twviewer.swf, swfobject.js etc.

Publish Page: Contains default and template. For more, please refer to *Publish Tour with a Template Html*

Popup Filename Prefix: Set the prefix for popup file name.

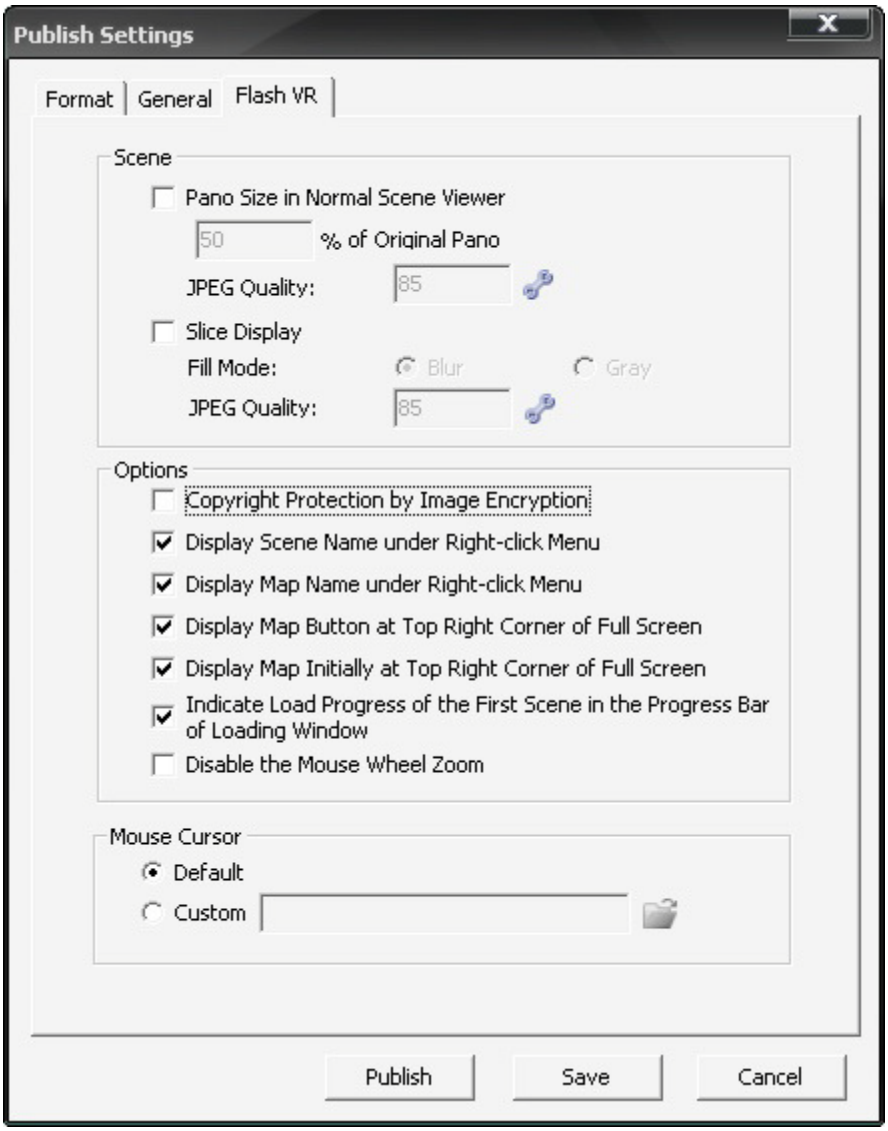
Scene Folder Name: It's the folder where the scenes are saved.

VT Thumbnail Size: To define the size of the tour thumbnail which is shown on the instruction html after the tour is published.

Add Company Name to Right Click Menu: Customization of right click menu of player is possible. Input URL link as you like.

Flash VR Page

This page will only be displayed when you choose Flash VR selection at Format page.



Scene:

- **Pano Size in Normal Scene Viewer (Pro only):** To set the percentage of the panoramic image in the scene viewer under the normal mode. If selected, the scene viewer will play the panoramic image in reduced size in the normal mode compared with the full screen mode.

Note: Classification display is not available for still image.

- **JPEG Quality:** to adjust JPEG quality

If the format you select is JPEG, click button to adjust image quality in the pop-up window. Move the slider, or use arrow key to adjust JPEG quality. You may preview the result in Compressed Image area. JPEG quality is closely related with file size, so please select a proper value balancing file size and image quality.

- **Slice Display:** to speed up the tour loading. There are two filling model to set unit color: Blur or Gray.

Options:

- **Copyright Protection by Image Encryption:** If this item is selected, the scene images will be encrypted as JPE format with the original size. Therefore the others can't use or modify the scene images from tour. If not selected, the scene images will be kept as JPG format without change.
- **Display Scene Name under Right-click Menu:** If this item is selected, the relative scene names will be listed at the right-click menu.
- **Display Map Name under Right-click Menu:** If this item is selected, the relative map names will be listed at the right-click menu.
- **Display Map Button at Top Right Corner of Full Screen:** The map button will be displayed when tour runs in full screen mode. Otherwise, it'll not be shown.
- **Display Map Initially at Top Right Corner of Full Screen:** The map will be displayed initially when tour runs in full screen mode if this item is selected.
- **Indicate load progress of the first scene in the progress bar of Loading Window:** The loading of the first scene will be included in the

loading process of the progress bar of loading window if this item is selected.

- **Disable the Mouse Wheel Zoom:** When selected, you can't use mouse wheel to control zoom-in/out of the scene.
- **Mouse Cursor:** If you'd like to use special mouse cursor shape, you can select custom and select your own Flash file.

Library

Tourweaver 6.50 provides Library which is used for saving and organizing common resources including images, sounds and components.

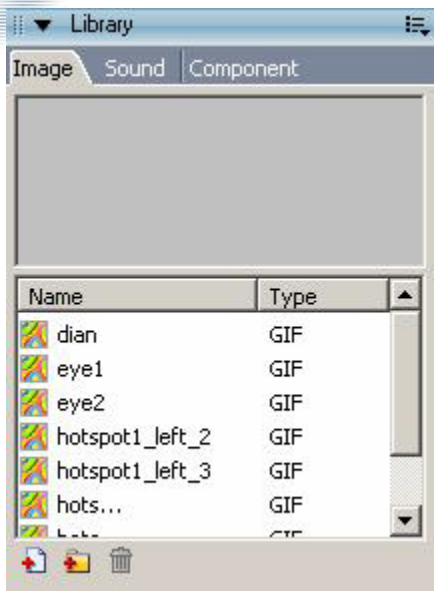
Image Library

Image library is used to store and organize image resources. You can add images to Image library or delete images from the library. You can also organize these images.

All those images used in virtual tour can be added to Image library, including button images, hotspot images and radar images. If you want to apply the image from library, please select the component and drag the image which you want to apply to that component. Then this image would be applied onto the selected component. Take button as an example:

⊡Apply button image from library

1. Select the button component which you want to customize
2. Go to the button Properties panel and choose 'Image' for its appearance. Put cursor in any of the three image boxes like Normal state box.
3. Select the right image you want to apply to the button from Image Library
4. Keep pressing the left key of your mouse and drag the mouse to any of the three state image boxes like Normal state.
5. Release your mouse and the image will be applied to the relative state image of that button.



⊡Add Image to Image Library

There are some images which are frequently used during making tour. You can add these images to image library for future use.

Please follow the steps below to add images to image library:

1. Open *Library* panel and choose *Image* page
2. Click
3. Choose the source image and add it to library

⊡Delete Image from Image Library

You can also delete those images from Image library. Please follow the steps below to delete images from library:

1. Open *Library* panel and choose Image page
2. Select the image or folder you want to delete
3. Click

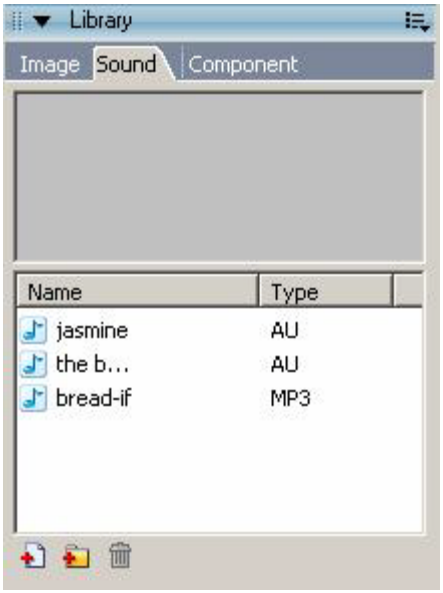
⊡Organize Images in Library

You can customize your own folder to classify these images in library. Please follow the steps below:

1. Open *Library* panel and choose *Image* page
2. Click to new folder and name the folder, like "Button"
3. Select all these images which are relevant to button and keep pressing the left key of your mouse. Drag your mouse to the Button folder and release it. Then these images are removed into Button folder.

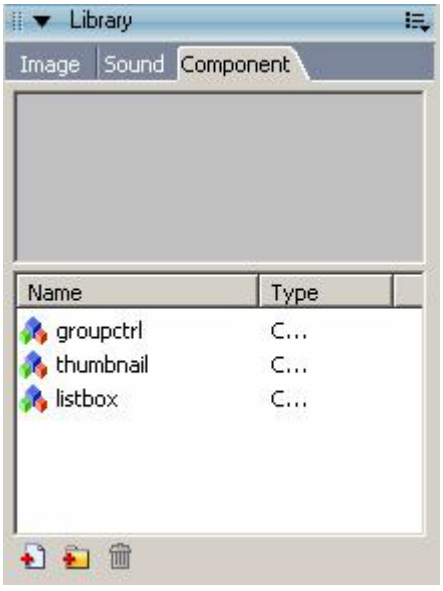
Sound Library

You can add sound files which are to be used in tour to Sound library.
The operation is similar to Image library. For more details, please refer to *Image Library*.



Component Library

Component library is a little different from Image library and sound library.



It's used to store those components which are already edited. For example, you've set a button with perfect three states images and an action of turning right. Then you can save this button to Component library. Next time, when you want to add such a button, you can directly apply this button from Component library.

Besides single component, you can also add component group to library. For example, there is a group containing left button, right button, up button, down button, zoom in button and zoom out button. You can add this group to library so that it can be directly used from library instead of making from scratch.

⊡Add component/group from library onto MainWindow

The steps for adding component/group from library onto MainWindow are as below:

1. Select the component/group which you want to apply from library like Button
2. Keep pressing the left key of your mouse and drag it over to MainWindow.
3. Release your mouse and the component/group is applied onto MainWindow.

The steps for adding component/group to scene and map are same with the above.

Note: The hotspot component from Library can only be applied to scene or map; while Radar can only be applied to map. The other components can all be applied onto MainWindow.

⊡Add Component/Group to Component Library

Before adding component to library, it should be edited in tour. Hence the steps are different from image and sound.

Take button component as an example:

1. Select the button you're going to add into library on MainWindow
2. Right click and choose *Save to Library* from the popup menu
3. Type the name for the button and choose the directory to save it in the popup setting window. Click *OK*. The button has been added to Component library then.

Note: After you add the component to library, all these connections to scene, map or movie will be lost then. For example, there is an action of linking to scene A in a hotspot. After you add this hotspot to library, the action will be lost.

⊡Delete Component from Library

You can delete component from Component library. As to how, see *Delete image from library*

⊡Organize Component in library

You can organize these components in library. As to how, see *Organize images in library*.

Run Virtual Tour

You can run virtual tour from local after you publish it. After you publish virtual tour, an output folder should be opened automatically. you can view the tour by double click on the generated html. (the *Open Output Folder after Published* selection at General page in publish settings window should be chosen)

 Note: To run virtual tour in Flash viewer, Adobe Flash Player 9.0.28 or later version is needed. It should be noticed that the flash player installation package for Windows and Mac OSX are different.

To create or run a virtual tour in Java applet viewer, please use Tourweaver 3.00.

⊡How to Run Virtual Tour in Full Screen

The two viewers including *Scene viewer*, *Map viewer* can be changed to run full screen. Open virtual tour and put your mouse on any of the viewers and double click. Then you can see that viewer by full screen. Another double click can bring full screen back to original size.

What's more, you can also add a button with full screen action to tour skin. When you want to change to full screen, you only need to press that button.

 Note: In Tourweaver 4.00, the map will be displayed at top right corner when in full screen. The new feature enables you to use the map while the tour is in full screen. While in Tourweaver 6.50, you could decide the location of map in full screen through some settings.

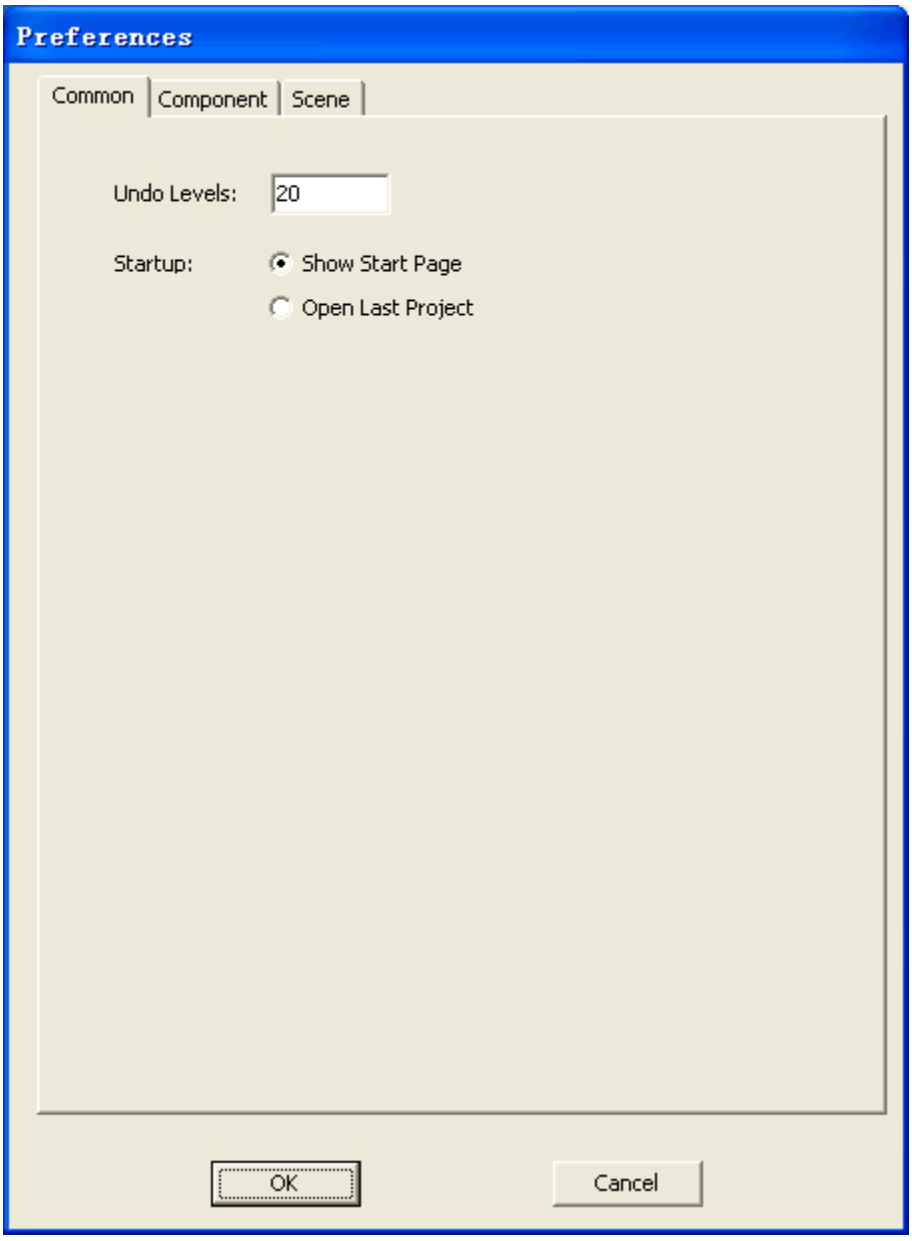
Advanced Settings

Tourweaver 6.50 also provides *Advanced settings*. You can make preference settings on your own. Please click *Edit>Preference* to access the *Advanced settings*.

 Note: Advanced settings only become effective to the operations after the settings.

Common Page

You can define undo levels and startup style under *Common* page

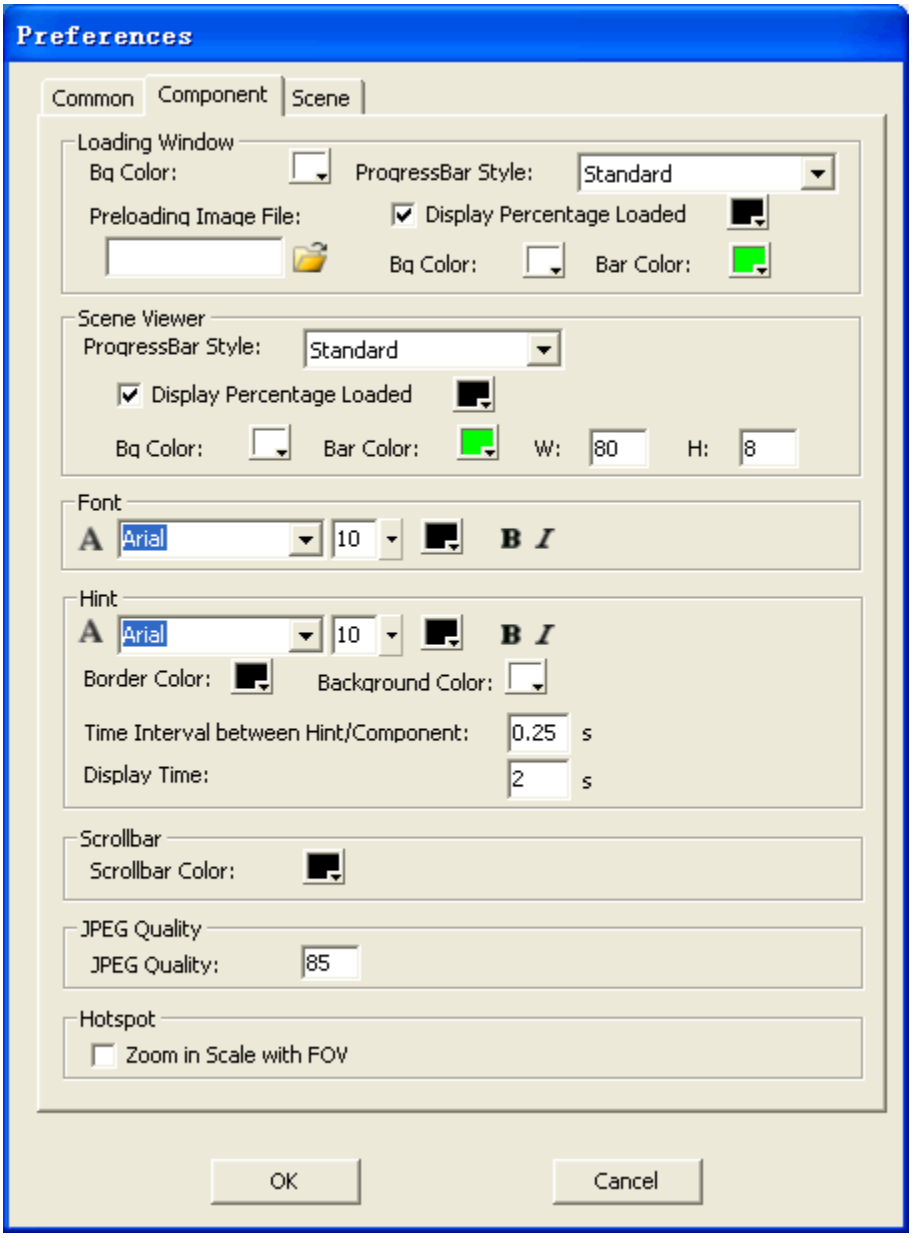


Undo Level: You can customize the undo levels which are the allowed times for undo

Startup: Define the default style to start the program. You can choose *Show Start Page* or *Open Last Project*.

Component Page

You can define the following four properties under Component page:



Loading Window: You can customize the background color of Loading Window and the color of waiting image and progress bar.

Scene Viewer: You can customize the background, bar color and width/height of Scene Viewer, the style of progress bar, etc..

Font: To set the initial font for text on components.

Hint: To define the color, font, border color and background color for tour hints, also, to customize the time interval between hint and the component which the hint is added to, or display time of hint.

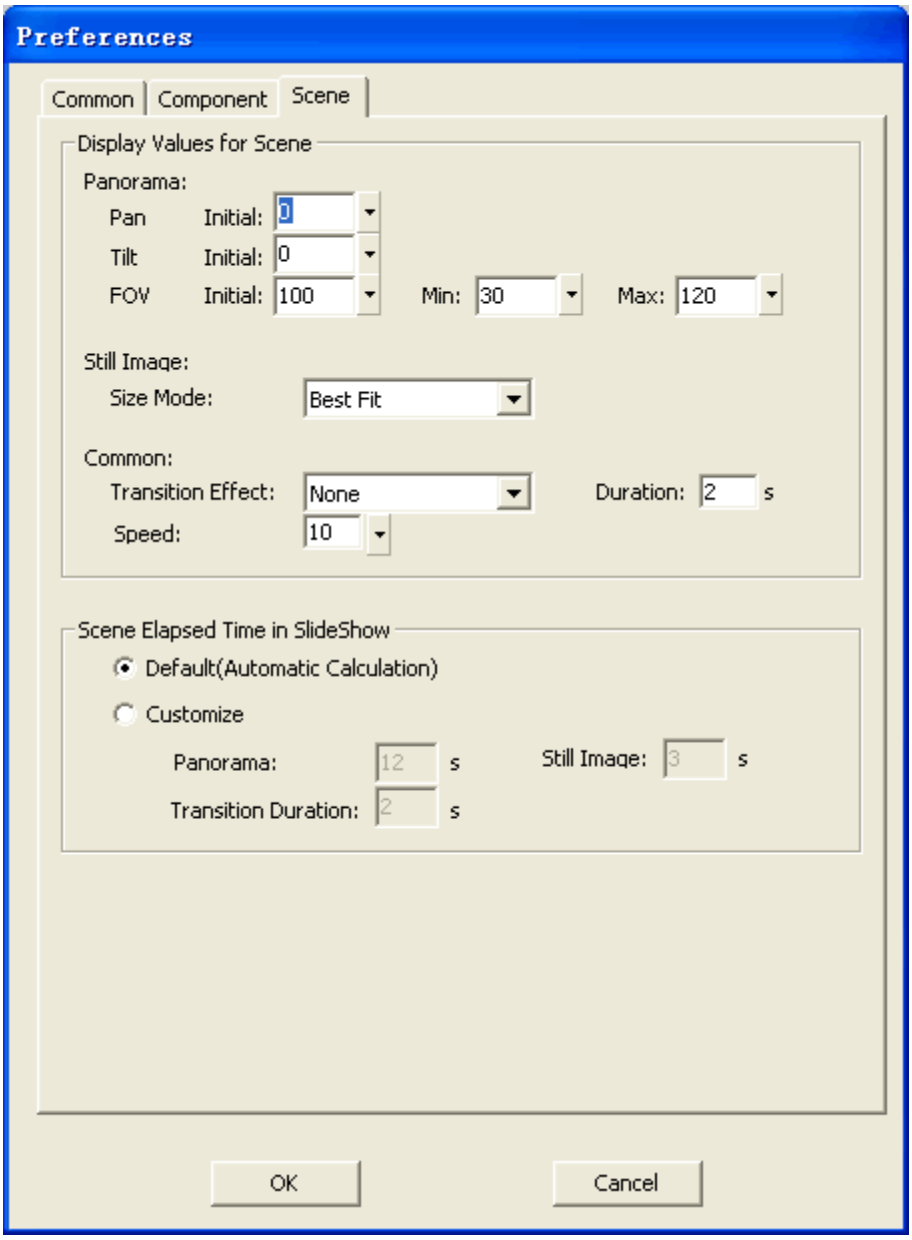
Scrollbar: Set scrollbar color.

JPEG Quality: To set the JPEG quality of the scene or map during slice displaying in the publish settings.

Hotspot: to define whether to zoom hotspot in scale with FOV.

Scene Page

Scene page is where you can make settings for scene, including:



Display Values for Scene: Set the max and min value of FOV and initial value of Pan and Tilt for panoramas, also including the general settings of *Transition Effect, Duration* and automatic rotation *Speed*.

Still Image: Set size mode for still images.

Common: Set the common transition effect, duration between scenes or speed of scenes.

Scene Elapsed Time in SlideShow: Set play time for panoramic scene and still scene; set duration period. The default value for panorama, still image and transition duration is 12s, 3s and 2s.

FAQ

General Concerns

- **Tourweaver:** Tourweaver is a virtual tour producer. It provides an easy way to create a rich and vivid immersive virtual tour.
- **Easypano Tourweaver Viewer:** It is a simple and humanized viewer to view the standalone virtual tour created by Tourweaver. The user may customize viewer's skin by themselves.
- **Virtual Tour:** A virtual tour is a series of scenes, i.e. panorama images, linked together, in which the viewer can "walk" from place to place in an environment as if you were really there. Most of the scenes allow a 360 viewpoint. You can also zoom in to get a closer look in detail.
- **VT File:** The virtual tour project file created in Tourweaver 1.30 and previous versions.
- **TW File:** The virtual tour project file created in Tourweaver 3.00, 4.00 and 5.00.
- **Frame:** Frame is the set of all picture elements that represent one complete scene image. One scene contains at least two frames which are the basic components of the tour path.
- **Scene:** As part of the virtual tour, a scene is a relatively short and continuous set of frames. By linking the scenes to each other, virtual tour is produced.
- **Movie:** Movie can be comprehended as directed guided walkthroughs of the frames. In a movie there are various frames that can be set at arbitrary position on the TimeLine. When the movie is being played, the frames will be presented in time sequence.
- **Hotspot:** Hotspots are clickable link areas within a panorama or a map, you can assign an action to a Hotspot. So when being clicked, depending on the action you assign to it, it will open a new panorama, slideshow, virtual tour, play an audio or video, open a web page or send an email.
- **Skin:** Skin refers to the appearance of the viewer. It consists of the background, button images and other features that you see around the viewer. The Skin allows the user who is viewing a presentation to interact with and control the media that is played inside the skin.
- **FOV:** FOV stands for the field of view which the camera lens can capture.
- **Pan:** Pan refers to the view in horizontal direction of panorama window.
- **Tilt:** Tilt refers to the view in vertical direction of panorama window.
- **FlyVR:** a player used to play tour with .exe format.

Downloading and Purchasing

⊡Where can I get the free trial version of Tourweaver?

To download a trial version, please visit http://www.easypano.com/free-trial.html.

⊡What's the difference between trial version and registered version? How to get the registered version?

The software you have downloaded is just a trial version, and you need order and register to change it into a full version. Now our trial version allows the published virtual tours to be viewed on the web. In Tourweaver 6.50, the restriction has been changed from the watermark limitation in Tourweaver 1.30, to a pop-up dialogue box which warns user to register. This box pops up every 40 seconds until the whole virtual tour is closed. There are no such restrictions in the registered version.

Using Tourweaver 6.50

⊡How to apply Flash component?

In Tourweaver 6.50, Flash component can be added to main window, popup window, scene and map, used to play SWF file, to achieve flash effect. Users have more freedom to design unique tours.

⊡I'd like to display components like thumbnail in full screen. Is that possible?

Yes, it's possible. In TW5 pro edition, components could be displayed in full screen.

⊡The tour doesn't work properly in Flash viewer. Why?

In Tourweaver 6.50, you can publish tour to flash viewer. But to run the flash tour, you should first ensure Adobe Flash Player 9.0.28 or later version is already installed.

⊡The sound doesn't play when running flash tour. Why?

If you publish tour to flash, then only mp3 format is supported. The other formats like midi, au and wav aren't supported in flash.

⊡Can I use GIF as preloading image or other component face?

Yes, you can. But only the first frame of the gif will be shown. Tourweaver 6.50 doesn't support dynamic gif.

⊡Can I import swf file as a preloading image?

Yes. Tourweaver 6.50 support swf for preloading image and also popup image.

⊡Does Tourweaver 6.50 support stream loading for flash tour?

For now, Tourweaver 6.50 can realize stream loading in Flash viewer.

⊡Can I use Tourweaver in Macintosh?

No. We are sorry that Tourweaver can be merely used in Windows OS for now. VmWare Fusion is suggested to be applied on a Mac to run Tourweaver. One of our client has a Mac 24" 2.16 duoCore and it loads really fast. VMware is a good alternative and tourweaver works great, though we would suggest VMWare Fusion with XP, not with Vista. You could download the VmWare Fusion to have a try.

⊡Can I delete the frames on *SlideShow*?

As introduced in Chapter *SlideShow*, *SlideShow* can be created and the frames on SlideShow can be deleted.

⊡What's Action?

In Tourweaver 6.50, some components don't carry a default action. Besides *Properties* panel, they have *Action* panel. In *Action* panel, you can add different kinds of actions to the component. When the component is clicked or triggered, this action will be executed.

⊡What kind of components can actions be applied to?

In Tourweaver 6.50, those components including *Button*, *Image*, *Text, Video, Hotspot, Flash, Video and etc.* have an Action panel where you can add a relative action to it to realize a certain function when the component is clicked.

⊡Why can't I add hotspots when I'm in Immersive state?

When adding hotspot on Scene, there are two states: *Flat* and *Immersive*. After you add hotspots in Flat state, then you can switch to Immersive state and view the result. But you can't add or change the hotspot under Immersive state. If you want to modify the position, please return to Flat state.

⊡When adding hotspots on scene, if I want to switch to another scene, how do I do?

Please choose the relative scene from the scene list under *List* panel.

⊡When editing tour movie, how to change the current scene?

You can find a scene list right below Main Window. Just select the right scene from this list. Remember not to choose the scene from scene list under List panel.

⊡I have changed the image order in the *List Panel*. Will this operation affect the frame sequences in the movies?

Move the image files up or down may bring about sequence changes of the frames on *SlideShow*. Hence this *SlideShow* may have a different presentation. But this operation does not affect other movies you've created by yourself.

⊡I am a newbie, what is center position of the view of still images and Pan, Tilt, FOV of panoramas?

Center position of the view refers to the position of initial viewer center.
FOV is the field of view, the smaller the FOV, the closer you are to the scene in the panorama.
Pan refers to the view in horizontal direction of panorama window.
Tilt refers to the view in vertical direction of panorama window.

⊡What kind of source files can Tourweaver 6.50 support?

Tourweaver 6.50 is a more powerful and professional virtual tour creating tool than Tourweaver previous versions. It can support various source files, involving spherical panorama, cylindrical panorama, still image, cubic, single fisheye image, Kaidan oneshot and RemoteReality oneshot.

⊡Can I copy the .jar file of Tourweaver 3.00 to the output folder of Tourweaver 6.50?

No. They apply different viewer and algorithm. Therefore, do not copy the .jar file generated by the former versions to the output folder of Tourweaver 6.50 and vice versa.

⊡Is it possible to put component on the viewer in Tourweaver 6.50?

In this new version, some compoments like button, map, thumbnail etc. can be put on the scene viewer. You can set up them by the layout toolbar.

⊡Which image type should I choose when adding my one shot panoramic image?

The one shot types supported in Tourweaver 6.50 are Kaidan One Shot, Remote Reality One Shot and 0-360 One Shot. If your one shot panoramic image belongs to one of the three types, you could select a corresponding one when adding it.

⊡If I replace tour skin with a new one, can I save the content of the old Textarea and Thumbnail and apply them to the new ones on new skin?

Yes, in Tourweaver 6.50, the content of Textarea, Thumbnail, ComboBox and ListBox can all be applied to the relative new ones on new skin. But if there is no corresponding components on new skin, then after replacing the old one, the content of these components will be lost. What's more, if there are several

Textarea components on old skin, while only one Textarea on new one, then it's random that which Textarea can be remained to new skin. The same to Thumbnail, ComboBox and ListBox.

Technical Support

Before you contact technical support, have you:

- Read and followed the instructions provided in the users manual at http://www.easypano.com/product-documents.html
- Visited the support column in http://www.easypano.com for updated troubleshooting information

You can get technical support by one of the following methods:

Email:support@easypano.com

Web: http://www.easypano.com